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THE KING OF CH

"You gotta do it right or wind up dead" one of *King of Chicago's* between scene messages reminds you, and that ain't easy in this game, buddy.

KOC is an example of what publicity folk have taken to referring to as "interactive movies". Basically what this seems to mean is that the game plays itself, and you're able to "interact" with it, making decisions for the main character and thereby changing the storyline and influencing whether or not there's going to be a happy ending.

Sounds a bit dull, eh? But when you actually sit down to *King of Chicago*, for some stupid reason you'll find you just can't get up until you've reached the end, or rather, an end.

According to the promo material there are over *one billion* different ways to play *King of Chicago*, and, though I can't say I've personally tried 'em all, I'm prepared to take their word for it. This is a massive game — so massive, in fact, that you need to use not one but two Amiga drives to play it comfortably. Every time I sat down to play I was faced with new scenarios and new decisions to make.

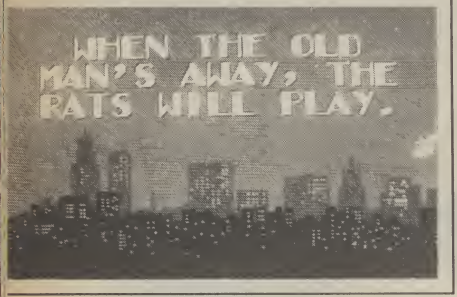
The main character, played by you, is an ambitious young hood by name of Pinky Callahan. You're from the Windy City's less powerful Northside, for years overshadowed by the Southside mobsters led by the infamous Al "Scarface" Capone. But now Big Al's been taken off the scene (for tax fraud) and suddenly Chicago's up for grabs. You want to be the next King of Chicago: so how you gonna get what you want?

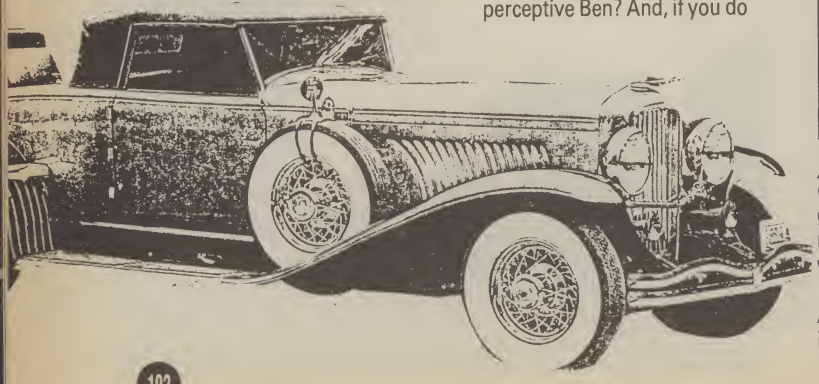
Well, you're going to have to be ruthless, tough and real cunnning. You've got to know who to trust, who to rub out, who to lean on and who to be respectful to. One of *KOC's* most intriguing features is the way in which it forces you to make snap decisions based on your assessment of another person's character — and if you blurt out the wrong thing you could wind up friendless, which, in Chicago is a short step from a quick dip in a pair of concrete slippers.

You make your choices by guiding your cursor — a fly (on the wall?) — to whichever of Pinky's impulses you think he should follow. These "impulse" bubbles (usually in twos or threes) crop up fairly regularly — and if you don't decide swiftly which one Pinky should go for the computer will make the decision instead. The decisions you're faced with range from whether you should buy your moll, Lola, a new car, to whether you should plug someone straight away or wait a while.

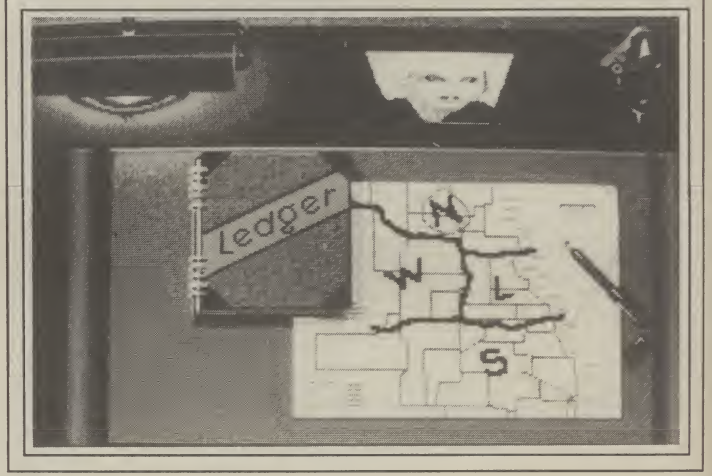
The first step to be negotiated in your climb to the "throne" is the Old Man. This grizzled, cigar-chewing wrinkly has run the Northside for yonks, but has had little success against the Capone-led Southside. So should you just walk straight in and blow him away? Or should you first test the water via a discreet meeting — usually held in a seedy Gent's bog — with the powerful and perceptive Ben? And, if you do decide to talk to Ben, how are you going to get *him* on your side? One rash word and he'll clam up or, worse still, turn against you.

Then there's the bent politician, Alderman Burke — pay him off, or ignore him? Your girl, Lola — do you keep her sweet or treat her mean to maintain your reputation for toughness? Other members of the Northside mob — impress them with bravado and risk being shown up, or play it cool and hope that works? Each decision has a





An ambush goes wrong for the Northsiders.



Pinky's desktop and GHQ.

CHICAGO

▲ **Getting the drop on The Old Man.**

consequence, or, more usually, several, and each game you play unfolds differently throwing up a new relationship between you, Pinky, and those with whom you come in contact in your quest for number one spot.

At certain points in the game, one of your decisions will lead you into a short arcade-style sequence. For instance, if you decide to waste the Old Man, you'll actually have to guide your cursor to a vital spot and press the fire button. Move too slowly, or miss, and it'll be his turn and he don't usually miss! There's also a brief sequence when you have a try to guide a bomb from a moving car into one of the opposition's premises. These bits of arcade gameplay are clumsy and very simple — quite why they were included isn't really clear.

Indeed, all the movements that occur onscreen are pretty slow and unrealistic. The characters' mouths move when they speak — all speech is text rather than digitised, by the way — and make occasional hand and head gestures, but the animation really seems to have been an afterthought.

However, quibbles about character movement swiftly pale into insignficance beside the brilliant achievements of much of the rest of this product.

The graphics are superb, amusing, incredibly detailed and painstakingly accurate in their historical details (check out the art deco lampstand in Alderman Burke's office).

The soundtrack features some amazing digitised rinky-dink piano music which, against all the odds, manages to conjure up the atmosphere of speakeasies, fedoras and violin-cases.

But most of all, it's *King of Chicago*'s sheer playability that makes it exceptional. I defy anyone, even the most diehard shoot 'em up fiend, not to enjoy *KOC's* DIY stories. They're witty (just take Lola's repsonse to Pinky's appeal for a bit

▲ **A mourning mother speaks.**

▲ **Pinky displays his chivalerous side.**

of nooky: "You'll get your loving when I get the car!"), they're historically fascinating, and they provide a brief, and useful, education in the tricky art of getting people to do what you want them to do. *(Must have a go — Ed).*

It's like life, really — choose wisely, or tonight you might sleep with the fishes.

Nick Kelly

Graphics	1	2	3	4	5	6	7	8	9	10	
Sound	1	2	3	4	5	6	7	8	9	10	
Toughness	1	2	3	4	5	6	7	8	9	10	
Endurance	1	2	3	4	5	6	7	8	9	10	
Value	1	2	3	4	5	6	7	8	9	10	

8 Overall

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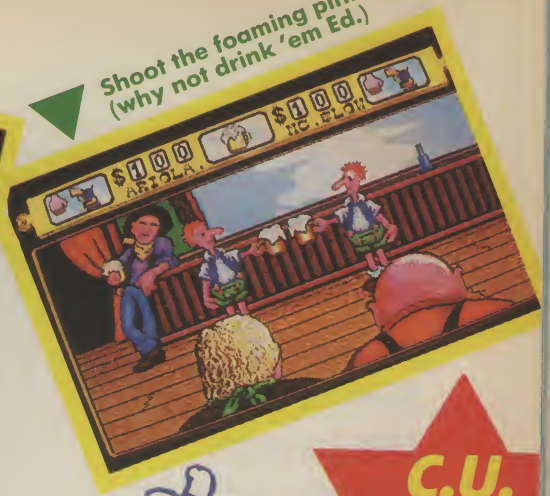
Plodding cowboys have to copy the dancing girl



Shoot the foaming pints (why not drink 'em Ed.)

WESTERN GAMES

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C.U. Screen Star

C.U. Screen Star

Milk the cow

Who has the strongest arm?

Back in time when men were men and the west was still wild, life was not all John Wayne, indians and arrows. In fact it was 350 days a year of pure boredom. But what of the other four days a year? Well they're taken up with what is probably *Summer Games* earliest American counterpart. Instead of Olympiads coming from the four corners of the world, passing strangers were asked to challenge the town's best sportsman.

Only six disciplines in this game though, but they do boast a mind dazzling 800 moves between them! Each one of the events is portrayed in wacky cartoon style graphics with excellent animation and colouring. And what of the events?

Armwestling requires timing rather than brute force and determination. There is an icon of an arm in the top centre of the screen, and when the muscle on that is on its maximum 'flex' you have to push up on the joystick. This will make the muscles on your arm icon increase and force your opponent's arm further towards the candle. Didn't I mention the candle? Well instead of relying on the referee's eye, the first that hits the candle will force the loser to scream out and declare his defeat. You can also cheat by propping your elbow up if the ref dozes off during the match.

After the wristbreaking armwrestling you have **Beer Shooting**. There are no scruples behind this event with the two town dunces being used to hold beer mugs, cider pots, glasses, bottles and a tiny little gold thing in the palm of their divvy little hands. You have to shoot the five objects in succession without your opponent hitting any. In other words it's definitely a case of being quick on the draw.

Fancy a bit of **Dancing**? You'd better because that's what comes next. It's a case of Simon says I'm afraid. Do as the dancing girl does. This can prove fun, apart from the comments of some of the front row spectators. And there's an added problem, every time you become out of the step with the music the pianist becomes very irate and has to be pacified by a beer. And you can only afford three.

Now you have **Quid Spitting**. Not the coins but 'baccy. You have to bite off a large chunk then get the joystick going in a rhythmic left to right movement, to make it nice and mallable. Select angle and power and fire away. You can choose one of two targets for your globule of tobacco, your opponent's bucket (the real target) or the opponent's face. The only advantange to gain from a full facial 'baccy assault is that it slows your opponent down for a while and obviously distracts him from his chewing.

What could possibly follow that? It's the age old sport of **Cow Milking**. What will happen here is you will either spend the event suffering from a complete lack of timing with the cow beating you're brains out with its tail, or you might get it together and pull a pint. I ended up with a headache and one very irate cow.

And finally to finish it all off nicely (if you're still alive that is) is the **Eating Competition**. Balance a mouthful of beans on your spoon, cram them into your mouth and chew with a true decathlon wobbling action on the joystick. If you don't waggle fast enough you wind up swallowing it whole and belching a lot. What I didn't find in the instruction for this event is that by going right and pressing fire on the joystick you kick your opponent under the table.

The game is full of great effects, cartoon graphics, and background animation. The sound is great too, though that tends to be expected on Amiga software nowadays. Definitely the best sport simulation to date on the Amiga. Great fun too. One for the Christmas shopping list, if not sooner. Well designed, produced and executed, a sure fire winner pardner.

Mark Patterson

Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	
		8 Overall

AMIGA

Amiga Simply Megaware Price: £23.00 disk

The Amiga has begun to get a reputation as a great machine with an awful software base. Things, however, are beginning to look up. *Garrison* arrived on my desk.

Even as the first loading screen appeared I knew I was in for a treat. While the rest of the game loaded, the screen displayed the game's title, and a sampled bass-drum thudded methodically in the background. After swapping the discs around (annoyingly this is necessary both on single and double disc drive systems) and waiting a few seconds, the title screen appeared.

WOWEEE!!! The picture on the screen is fabulously drawn in shades of silver and grey, with the word *Garrison* displayed at the top in continuously changing colours (just as with the Original *Gauntlet* screen). Most stunning, however, is the music. Using the guitar riff from 'Money for Nothing', and throwing in some Hendrix-style improvisation (together with thumping drums and energetic bass), this game has got to have *the* best sound I have ever heard on a home computer.

Keys to collect, ghosts to avoid . . .

GARRISO

The cheaply produced packaging and hand-typed manual may lead potential purchasers to overlook this game, don't. Up until this day, *Starglider* was the best piece of software for the Amiga, *Garrison* can now justifiably lay claim to that crown.

Even the package has a clue to what lays within; on the back there is a screenshot of what looks like a rather well-known multi-player arcade game whose name also begins with G. Yup, you've guessed it, *Garrison* is the first *Gauntlet* clone for the Amiga.

The first 20 minutes was therefore spent listening to the music which is programmed by another German team, Sound Creation Studio, and a pretty talented bunch they must be. What is most impressive about the music is that it is not sampled. This team has taken a much slower route, by actually using the Amiga to program the music with, but if this is anything to go by that's the way to do it. The spot effects, too, are lovingly created with some spectacular splurges and crashes.

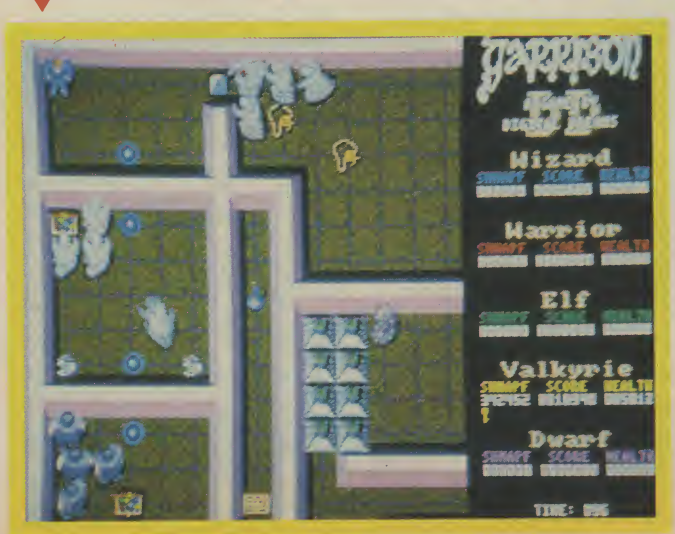
Once I managed to get over how good the music was, I started to look in awe at the depth of the game. In simple terms you could describe it as a *Gauntlet* clone, but when you look carefully at this game there is, if possible, more to this game than even the original arcade version of *Gauntlet* (*good — Ed.*).

The game allows you to play any two of the five available characters simultaneously (yes, that is the major drawback), using joysticks to control the characters. However, you can choose to play all five characters, and then as you get to various levels you can choose a character most suited to each level.

All of the five characters have different names — Wizard, Warrior, Elf, Valkyrie and Dwarf — and not surprisingly they also have different characteristics; more power, speed, magic power, etc. The only new character is the Dwarf, who is an excellent partner for any of the powerful players, due to his excellent speed and manoeuverability.

In play, the game has all the depth of the arcade game, with 128 levels of frantic action, ranging from short

. . . haven't we seen this somewhere before?



Sure, but who cares if the game's a smash.

Garrison — the Amiga at its best.

and simple to mind-bendingly soul destroying, and including my most hated levels, the invisible ones, and some in which one wrong move leads to almost certain death. Most of the enemies appear to be similar to the arcade version with thousands of ghosts, goblins as well as the devilish little blue ones (*bit technical — Ed.*).

The graphics are really remarkable. Each floor has a different pattern on it, and all the characters are detailed beyond belief. This, combined with excellent animation, and the smoothest scrolling yet on the Amiga really reflects the effort and skill that has gone into this game.

The only immediately disappointing aspect of the game is that the characters that you play all look the same (unless you have a machine with 1 Mbyte), but this is a very minor criticism. The score of each character is displayed permanently, as is each player's health and his ability at each of five qualities: Speed, Hand-to-hand combat, Magic, Armour, Shot speed and Fire power. Overall, I have found *Valkyrie* the best compromise, especially when used in conjuction with *Wizard*.

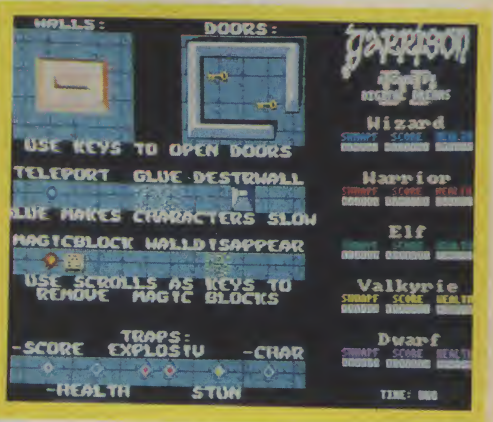
Oh, I almost forgot to mention, there is actually a plot to this game. Apparently you have to rescue a princess, name of Angelique, but as we all know, this kind of plot is generally thought up by over-anxious PR people in a drunken stupor (©Andrew Wright 1987).

Overall, *Garrison* is quite simply brilliant. It is the most playable game yet for the Amiga, it is the closest thing to an arcade game yet to be produced on a home micro and it should not be missed by any Amiga owner. In the UK it is sold by a company called Simply-Megaware, priced at £23 (still too much, but in this case more justified than most).

The one problem I can envisage is a legal one. *Garrison* is remarkably similar to *Gauntlet*, and US Gold say they are planning an Amiga version of *Gauntlet*. Somehow I can see a conflict developing here. This apart, let's hope that the company behind *Garrison* are busy developing new games, and not just arcade clones.

Bert Scroggins

A brief guide for aspiring *Garrison*-eers.



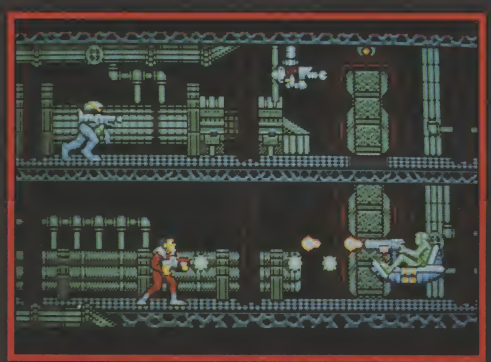
C.U. Screen Star

C.U. Screen Star

Don't look now, but you're being followed.

C.U. Screen Star

Graphics	1 2 3 4 5 6 7 8 9 10	**9**
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	Overall



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Deep melancholy is suddenly smashed by the shrill scream of a siren. The status panel has gone crazy, an extraordinary array of lights flash uncontrollably, Good grief . . . what's happening?

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Your whole being freezes . . . It can't be! The Terrorpods . . .

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LEVIATHAN

Amiga
English
Price:
£19.95

For a game that informs you that it was inspired by the ZZ Top video "Rough Boy" the immediate audio-visual impact of *Leviathan* is quite surprising.

There is no sign of any of the ZZ Top trade marks — no leggy blondes in stockings and suspenders, no heavy guitar, or bearded geezers.

What you are immediately aware of however is still pretty impressive in its own right — an incredibly smooth-scrolling and detailed 3D landscape.

The storyline goes like this. You are taken thirty three seconds into the future to where "pop videos inspire crazy fantasies in the minds of ordinary people" — which is basically pretty silly because all that is going to happen in thirty three seconds is that I am going to finish writing this sentence. See, told you. Anyway, never mind about all that nonsense. What we have here is a shoot 'em up in the *Zaxxon* mould — pure and simple. Oh, and there aren't any pop videos in it either.

Leviathan's main selling point is the manouverability of the ship and it certainly can twist and turn in all directions. It flips — just like the Manta in *Uridium*, only it happens in 3D perspective with very impressive animation. It can also roll sideways and attack the aliens at the same time, and move up and down as the game scrolls and in and out of the screen as well.

The problem with all this flyability is that it makes the ship very difficult to control. You really have to master the eight different joystick movements that fly the ship. These are move left, move right, climb, dive, change direction left, direction right, speed up and slow down. Just as in a beat 'em up, joystick control is all important.

I would have been happier with less control over the ship. Had it been easier to fly the sheer enjoyment of chasing the aliens and making them eat photon death would have been maximised.

The aim of all this scrolling shooting is to clear out all the aliens in three separate zones, You must destroy all of them within a certain time limit in order to progress to the next level.

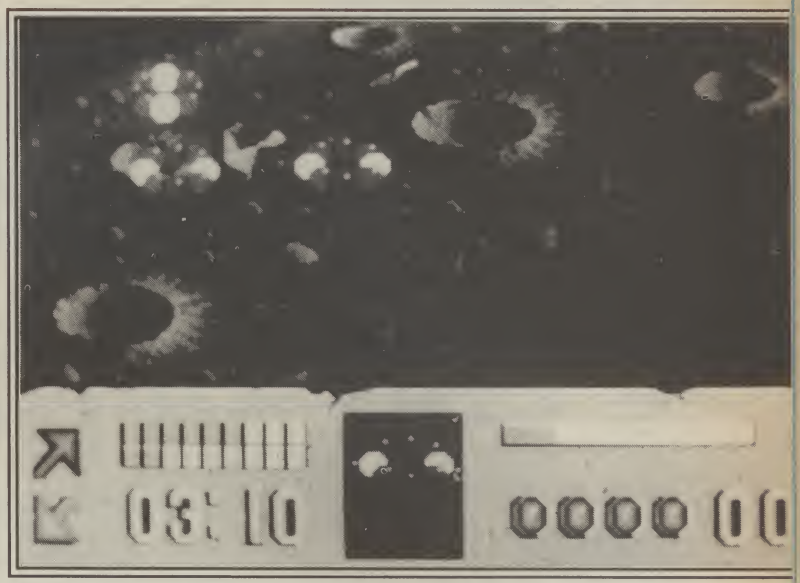
The landcapes take advantage of the Amiga's superb graphics — really illustrating for the first time the quantum leap in quality between a graphically good 64 game (which *Leviathan* is) and a graphically good Amiga game.

The first stage is *Moonscape* with its custy craters and a metallic blue surface, then comes *Cityscape* with futuristic buildings and satellite dishes and, best of all, there's *Greekscape* with statues and a silver surface colour. Each of these zones is stuffed full of vicious aliens. I counted at least ten different types. The most impressive of these are the Delta-shaped fighters and swarming coloured balls. One gripe with these aliens is that there is a certain place on the screen where you can fly and then pick the aliens off as they fly into the screen. This makes the game too easy. Of course you don't have to do this — in fact it's really stupid if you do because taking an alien from behind or from the side is much more satisfying.

Leviathan's flight information panel is pretty basic but at least everything on it works and serves a purpose. It includes a timer, number of ships left monitor, height gauge, fuel gauge, and enemy identification window.

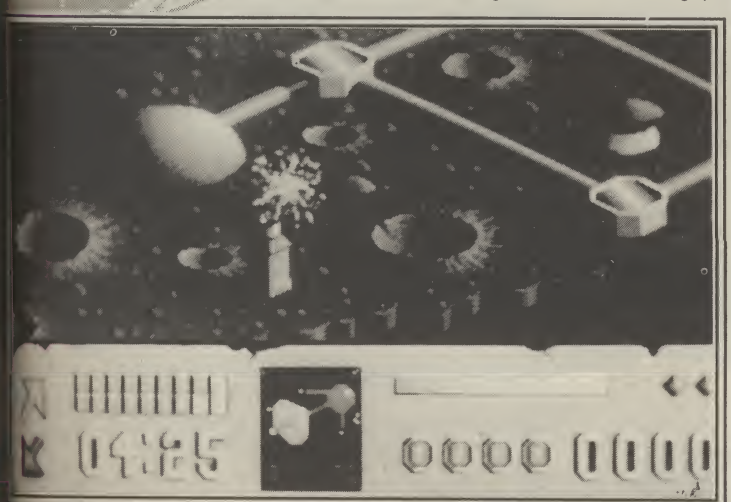
The Amiga is desperately short of decent shoot 'em ups so the launch of a new one is an encouraging sign. I can't help thinking however that the design behind *Leviathan* is just a little bit ambitious. It looks great and sounds OK but I can't see it keeping me up until the small hours.

Eugene Lacey



▲ **A ramble through Moonscape.**

▲ **Take that, you enemies of freedom!**



▲ **Watch out for the . . . too late.**

Graphics	1	2	3	4	5	6	7	8	9	10	
Sound	1	2	3	4	5	6	7	8	9	10	
Toughness	1	2	3	4	5	6	7	8	9	10	
Endurance	1	2	3	4	5	6	7	8	9	10	
Value	1	2	3	4	5	6	7	8	9	10	

5
Overall

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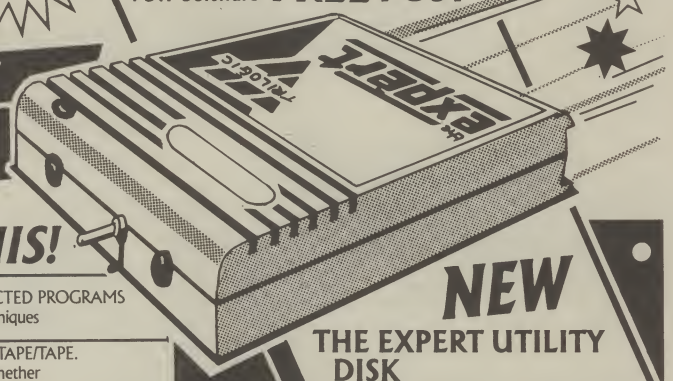

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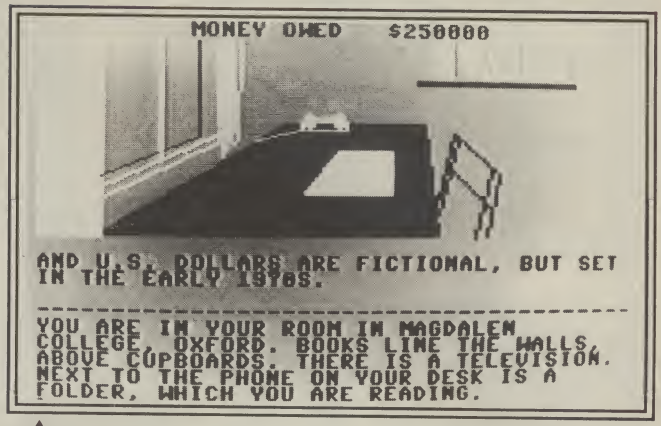


▲ What's in the folder, pictures of Monica?

NOT A PENNY MORE NOT A PENNY LESS

64/128
Price:
£14.95 cass
£19.95 disk

Jeffrey Archer's books have become best sellers — including 'Not A Penny More, Not a Penny Less', upon which this adventure is based. After struggling through the book prior to attempting the game, I can't see why. Not particularly well written, the story is extremely contrived, and set in a world far removed from most of its readers — the society rich who aim to make a quick pile for no work, by buying shares after an inside tip-off. But their gamble doesn't pay off. The value of the shares slumps within days of the purchase, a feat engineered by one Harvey Metcalfe, the villain of the piece.

Serves them right for being so greedy and parasitic, I say. Nevertheless, apart from being financially ruined, they feel swindled, and decide to steal back 'their' money from him — a total of $250,000, not a penny more, not a penny less. Let's face it, they're nothing if not honest.

The paperback is included in the package with the adventure game, which is, alas, even worse and had me gasping in disbelief at the obvious ignorance of its programmers.

The first thing to be noticed, is the way the command typed at the bottom of the screen disappears as soon as RETURN is pressed. True, the last command entered can be recalled by a function key, but that is of little use if different vocabulary is being tested to carry out an action, as the previous unsuccessful attempts cannot be listed. Believe me, the vocabulary is so limited that many tries are often necessary.

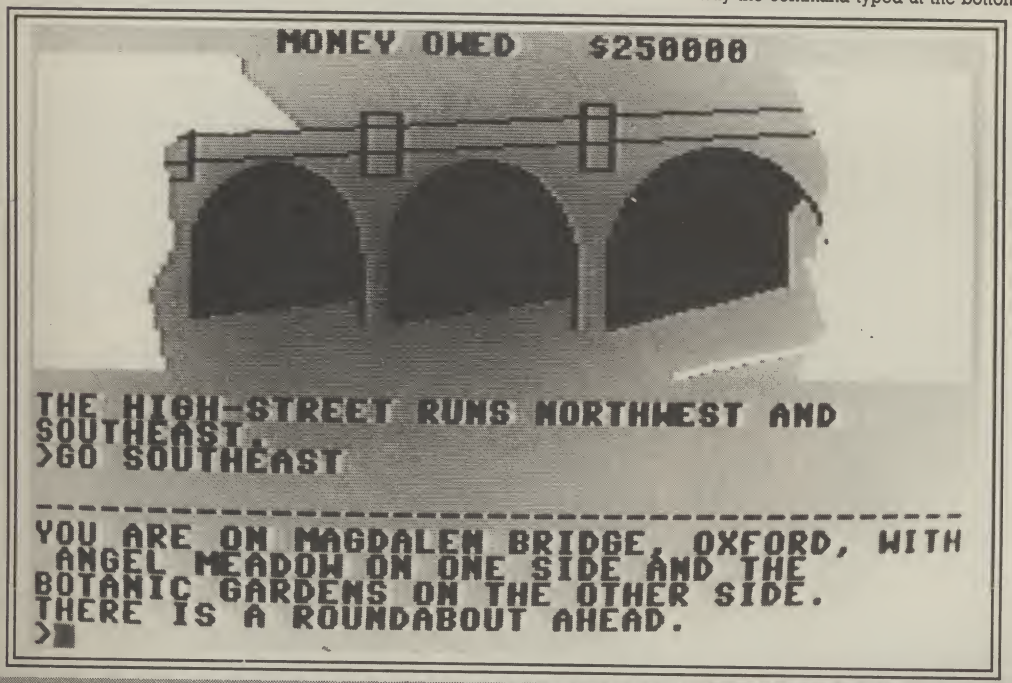
All the time this experimentation is going on, or other inappropriate commands are entered, the player is insulted with such replies as STOP WASTING YOUR TIME, and YOU SPEAK A DIFFERENT VERSION OF ENGLISH TO ME.

The next incredible thing to hit the player comes after he has picked up a few items, and tries to list his inventory. There was no command I could find, nor any given in the instructions, to do this. I tried I, INV, INVENT, INVENTORY, TAKE INVENTORY, and LIST, all returning a suitably sarcastic reply.

It appears that items that have been taken cannot be dropped, and early on in the game, a camera I took from a cupboard was still there when I opened the cupboard again.

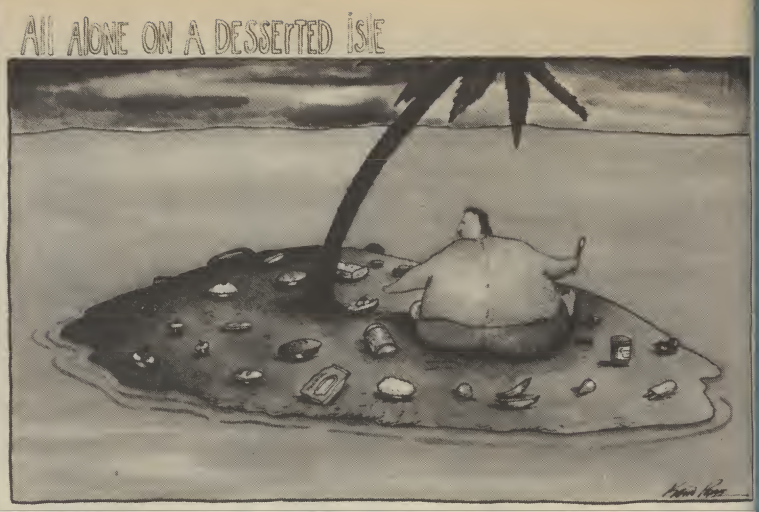
Perhaps the worst feature of the game — worse even than the graphics — although admittedly it can be turned off, is the speech. It seems to be emanating from an Upper Class Twit, either brain-damaged, or suffering from an excess of champers. Thus, when I reached the classic STOP DAWDLIN' AND RETURN TO MAGDALEN (you play the part of an Oxford professor) I rushed for the toilet to puke, and even Eugene's promised antidote of ten pints of brown ale in a public bar, followed by a meat Vindaloo at his place, failed to persuade me to return to the game.

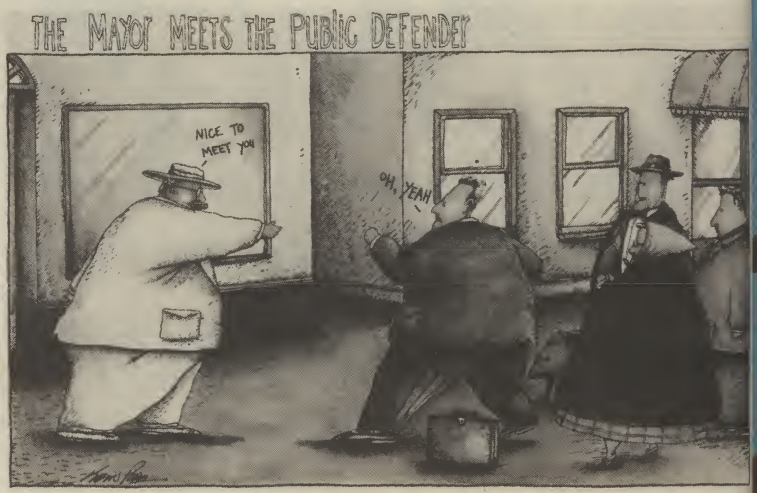
▼ Out for a jolly old stroll



Graphics	3
Playability	4
Puzzleability	4
Overall	3

INTO THE VALLEY





NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT

Bord and Nert — roonerisms spule ko!

Infocom/ Activision
64/128
Price: £24.99
Amiga Disk: £29.99

Players of Infocom games are no doubt aware of the 'Interactive Fiction' tag put to their games – meaning they are stories. Nevertheless, they are 'adventures' as well, in the general sense of the word, as well as in the computer-game sense. Or at least, they have been until now. The adventure game format is nothing if not flexible, and in *Nord and Bert*, Infocom have come a long way from the traditional text adventure. Regular fans may, whilst not disliking this text only game, be rather disappointed that it is not the type of game they have come to know and to love.

Nord and Bert performs almost exactly the same as other Infocom games on screen. It has a parser, and indeed, the method of communicating with it is identical, too.

Eight short 'stories' comprise this little piece of nonsense, for nonsense it is, and nonsense is what it sets out to be. Each story involves the use of wordplay, and the words must be guessed or spotted by the player, to reach the end. A score is registered for each episode, and to complete it, the total must be achieved. The final section cannot be played until all the others, which may be played in any order, have been completed.

The stories are not necessarily logical pieces – rather they are contrived to fit around the use of the puns, sayings, spoonerisms, and other linguistic quirks, that author, Jeff (Ballyhoo) O'Neill has collated, and cunningly interwoven.

The sayings and spoonerisms are good fun, but it's not easy to spot them all. It's even more difficult to spot the Americanisms. In *Eat Your Words*, for example, much of the time it seems you must be nasty to the waitress in the Teapot Cafe. Reading the sign over the stairs, you see it is marked 'Comeuppance'. So you take the sign, and 'Give the waitress her comeuppance'. Hmm... Once upstairs, you notice the ceiling is very low. 'Hit the ceiling'. I would have preferred to hit the roof. Whilst seated at a table on which sat a salt shaker, I came by a piece of advice. I tried to 'Take advice with a pinch of salt', but the program would have none of it! It was looking for the word 'grain' – and no alternative was allowed for those of us who speak English, although, to be fair, had I shaken the shaker (which I didn't the first time round) a grain would have fallen out.

Buy The Farm makes a lot more sense, providing you're the sort who has the wit to put his nose to the grindstone. This little story is well intepreted, and I only came across one phrase that didn't make sense: 'Hit the broad side of the barn'. Would you have thought of it, given the context?

The puns in the *Shopping Bizarre*, are quite involved, since you not only have to spot the pun, but enter it to change the object into its pun, for use in solving other puns. But would you have spotted 'pudding' for 'putting' as a pun? I didn't!

Spoonerisms, in *Shaking A Tower*, were my favourite choice. This story has a very complicated sequence featuring a leopard, a book, a bonfire, and an icicle, involving spotting a couple of spoonerisms, examining things, and spoonerising the result!

One story, I didn't find at all amusing. In *Act The Part*, where you simply take the part of an actor in a farcical sitcom, and carry out corny acts like putting a whoopee cushion under your stooge. Two points are even gained by being the 'feed' to a couple of 'knock knock' jokes.

And one story I just did not understand at all. *A Manor Of Speaking* consisted entirely of gems that left me completely cold – despite dipping into the Invisiclues built into the game. Inside this crazy house, I found an old empty bottle. Another location had an antique mantlepiece. Seems I should have 'Put the old bottle on the mantel'. And the rest were like that too – I inadvertently ran up a point on my score by turning the key in a clock! I can't say I was overcome with mirth!

GRAPHICS:	n/a
PLAYABILITY:	7
PUZZLEABILITY:	6
OVERALL:	6

Full marks to Infocom for branching out with something highly original, and extremely cleverly put together. But don't play *Nord and Bert* expecting anything like any other Infocom game you've ever played. You won't get it, and you'll be disappointed. Don't play *Nord and Bert* if English isn't your native tongue. Nord and Bert is a game of American wit. Do play it with a group of friends, perhaps over a few drinks.

INTO THE VALLEY

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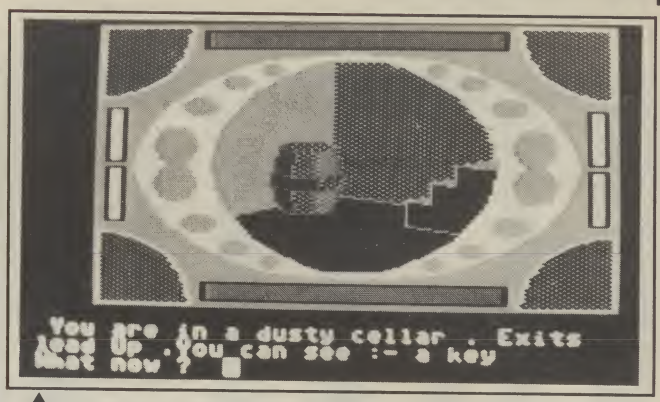


In the cellar below the inn in *Zodiac*

ZODIAC THE SECRET OF LIFE

Incentive (Double Gold Label)
64/128
Price: £7.95 cass

Your mission is to find the twelve signs of the Zodiac and deliver them to the evil wizard Ramus, before he destroys your tribe.

The method of solving the rather weak problems in this adventure, is to visit every location possible, pick up everything in sight, and then proceed to open up new exits. Initially, there are some temporary dead ends, which if proceeded beyond, result in instant death. But provided you are carrying the required object, the problem dissolves. Thus it is possible, by chance, to visit the locations in the right order, and walk through much of the game without encountering any difficulties!

For example, there is a chest in a cottage, which must be unlocked, and hides the exit to a swamp. The swamp cannot be entered without a pair of wellies — but you only need to hold them, you don't need to actually wear them. So if you happen to come across the key and the wellies before venturing into the chest no problem presents itself.

The graphics are small, fairly meaningless pictures surrounded by a rather large border which is identical for every location, except in colour.

A simple adventure, ideal for beginners, but without the necessary mystery and imagination to get them hooked on adventure games.

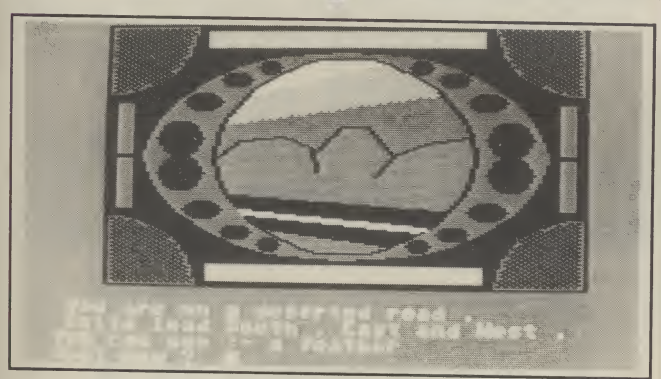
THE SECRET OF LIFE

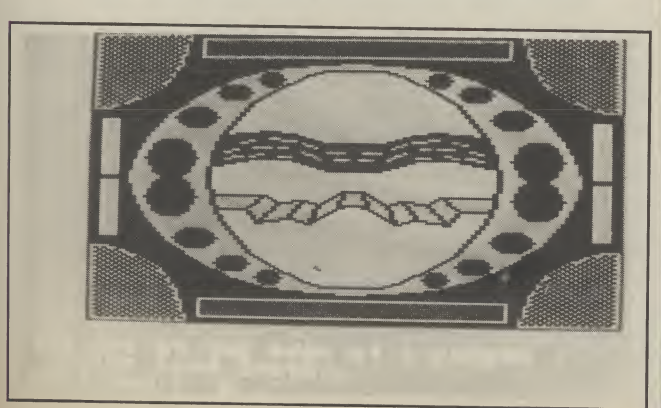
This is a three part adventure, involving finding the secret of life in two houses. When you enter the first house, you find the way you came in has vanished, leaving you stuck inside — unless you can find the way out. You must also find the password to take you into Part 2 of the game.

Mundane pictures accompany most of the locations — passages, stairways, and bedrooms make very boring viewing. And there's some odd bugs around — the first bedroom I searched, not only had its own private bathroom, but a bath in the bedroom itself! Strange...

Try as I might, I found the game unplayable. The combination of colours at a number of locations — green on an orange background — rendered the text completely illegible on my TV, despite adjusting colour, contrast, and brightness in every conceivable combination. And I do not blame the TV. I have been using it to play and review adventures ranging from minor Quilled and GACked ones, to major Level 9 and Magnetic Scrolls epics, on all manner of computers including the C-64 and Atari ST, for years, with no problems.

Perhaps this might actually be an absorbing game — but I would only recommend it if you are the sort who can solve adventure with your eyes closed

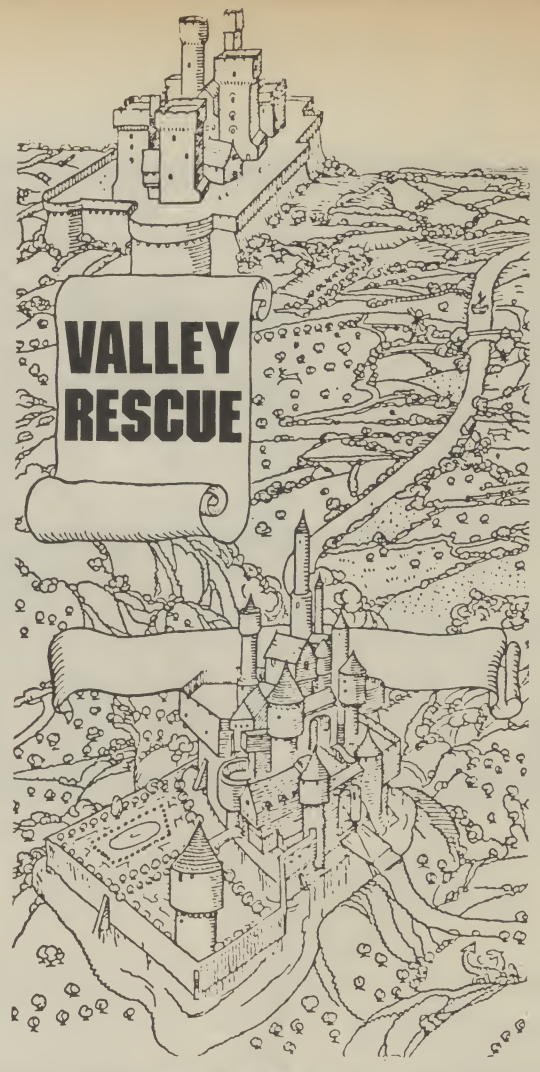




Is the secret of life behind the fireplace?

	Zodiac	Secret
GRAPHICS:	4	3
PLAYABILITY:	8	2
PUZZLEABILITY:	5	n/a
OVERALL:	4	1

INTO THE VALLEY



VALLEY RESCUE

A CLOSER LOOK AT... SPIDERMAN

At the suggestion of Tony Makos, of Milngavie, we look at how to attack *Questprobe 2 — Spiderman.*

The lift shaft goes up three levels from where the game starts, and it is essential to get to the penthouse at the top fairly early on, if you are to progress very far. If you encounter an obstruction in the shaft, remember your spider strength!

Mysterio is an illusion, and cannot be killed. The mirror on his floor, although it may be looked in, is really a red herring, so if you were thinking of doing something clever with it, forget it! Jump to Mysterio's cloud, and do a bit of directional feeling!

Ringmaster is a hypnotist, so don't look at him! Hydroman's state can be changed by a device in the Penthouse, which also houses the (real) formula for making the web fluid. Don't worry about partial success when you make it — that's all you need! Then you will have the means to get the bio-gem, and to pass beyond the fan in the air-conditioning ducts. All you need then, is a shocking experience, and the way out of a weighty problem...

Clues roll down the gentle slopes of The Valley, and they come from far and wide. Turkey was the source of help this month for Ian Coveney, who was recently reported struggling against the *Wizard Of Akyrz.* Can Octurk wrote from Istanbul with a clue — look it up in the clues section, Ian! Meanwhile, Can himself needs some help! "Where is the second hand of the Harbinger clock in *Castle Grayskull?*" he asks of any adventurer who has mastered *Masters Of The Universe.*

Craig Mathieson of Victoria in Australia, is looking for a good horse, and thinks Tweedle should help? How? Also in *Dodgy Geezers*, he wants Cracker to join him! Can he? Should he?

Jonathan, who lives in Codnor in Derbyshire, and whose surname I could not decode, is after some general hints by way of helping him to pinpoint who killed Mr Robnor, in Infocom's *Deadline.* He can't find the evidence he urgently needs — a cup.

Remember *The Quest*, a disk adventure from Commodore, often supplied bundled with a disk drive? Paul Kersch of Ingatestone in Essex has been trying to get to grips with it, on and off, for three years. He can't remember how to pass the guard there. How can he get the maker to help him, how can he get the sword, and what can he use against the serpents?

The Valley Rescue Service is here to help lost adventurers find their sanity, and regain their game! You'll find help on this page in the clues section, but if you don't see what you want to know, then simply drop a line to The Valley with your problem.

You won't have to keep your fingers crossed for a reply from a monthly catalogue of readers willing to help — The Valley will reply to you direct, hopefully with a good clue! So send in those problems, and clues, too, if you can, to The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

CAMPBELL'S COMMENT

Adventurers are extremely friendly towards one another. They have to be — everyone needs a few friends. If you spend most of your life spreading death, destruction, and frustration, around the population at large, from whom else are you likely to be able to get a bit of sympathy and understanding?

Content in the knowledge that the worst thing likely to happen might be the firing of a water pistol, or the release of a rather dim hamster at the meal table, I suggested to a very select group of adventurers that we get together for dinner at this year's Personal Computer World show. Fergus McNeill of Delta 4 and his right-hand enchantress, Anna Popkess, toured Olympia to sound out support. Co-ordinating the effort at *ADBIN HQ on the Commodore User stand, I was soon presented with a long list of potential bingers, and not the slightest idea of where to go!

And so it was, that on the Thursday evening, The Warwick Arms was where ADBIN commenced. We started off in a small group at the Warwick Road end of the bar, and

gradually the pub got fuller. We got Fuller, too, as those *Nord And Bert* players who drink London Pride will realise!

Ten pound notes soon started flying into the kitty at the speed of a 1541, as Pete and the Austins arrived, followed by Tim Gilbert and his fine feathered pen. Close on their heels, came Daniel (The Defector) Gilbert, and Adrian Bott, late and sometimes of Valley Rescue and CU's famous Play To Win series. We had been imbibing happily for some time, when it came to our notice that contrary to our belief, the other half of our group had actually arrived before us, and had been enjoying a side party at the far end of the bar!

Lured only by the glint of the kitty, we were joined by Fergus and Anna, Paul Coppins of Rainbird, C+VG Helpline and Valley Rescue expert, and Christian Martensen — adventure writer and Deputy Editor of the Danish magazine COMputer. More and yet more adventurers poured in. Ken Gordon from Magnetic Scrolls brought the husky Anita's apologies, but left her sore throat behind in favour of Rod Steggles, author of the plant pot plant in plant pot plot. Close behind were Mr and Mrs Zork themselves, Dave Lebling and his wife Janet. Gosh! Fergus had travelled far and wide to drum up support!

Just as we thought we were safe, straight from Ireland came the two schoolmarms from St. Brides, the Misses Priscilla Langridge and Marianne Scarlett. So, stuffing a few dozen Hintsheets down the backs of our trousers just in case, we ordered another round! Not as good as poteen, we were assured!

With so many adventurers gathered together under one roof, we knew how the Royal family all travelling on the same Air Zalagasa flight must feel. Being adventurers, we openly stood on the pavement for a group photo, aware that had we been suddenly zapped by a raiding party from the ARCFRINGE (arcaders do) just up the road, it would have spelled instant death to Adventure as the punters know it. But we had cheated. We might have appeared courageous to the casual observer, but we had, in fact, secretly executed a RAM SAVE before venturing outside!

Making a move now, our party tottered S,W,E,W,E,W,S to the Bistro Benito, in Earls Court Road. Perhaps it wasn't merely luck that caused Benito to allocate us a room to ourselves. Let's face it, it was at the back, out of sight of potential clients passing by. We prepared to sit down to a hearty meal, but not before two of our party had mistaken the Goddess Model teleporter upstairs for a Gents toilet, and narrowly escaped transportation to Phobos, and the brass loincloth treatment.

It was an evening never to be forgotten! Fergus and Anna announced their engagement, Dave Lebling gave us a treatise on parsers entitled "The Guild Of Thieves Scanner", Paul Coppins found a bug in Mike Austin's soup, and we all laughed like drains at those dreadful Quilled adventures!

After the event, Anna donated the remains of the beer kitty — over £30 — to the NSPCC.

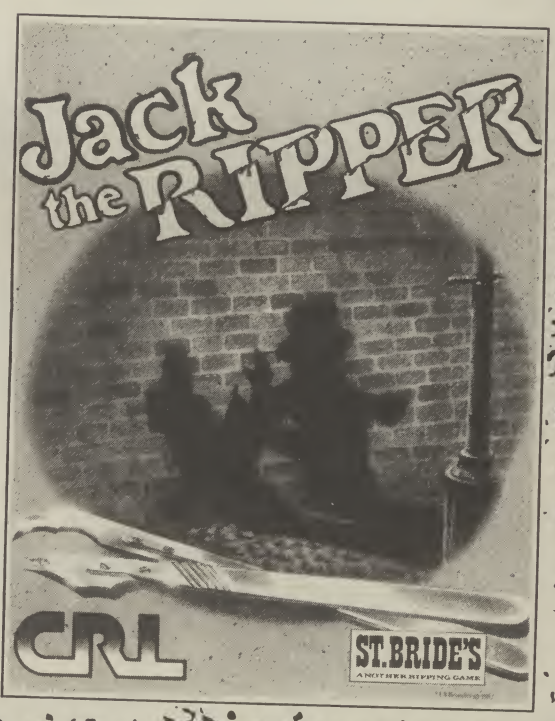
RESCUE IS AT HAND
APACHE GOLD:
Grow the fern with some fertilizer, and trade it for the moccasins!
WIZARDS OF AKYRZ:
To complete the game, go down from where the fox leaves you, dig in the tunnels, and tell the raven to drop the crown.
FANTASTIC FOUR:
Fly to the cave under cover of smoke, and open up a rescue shaft!
PLUNDERED HEARTS:
Ride piggy-back to the island . . .?
STATIONFALL:
Make a pilot hole first, before drilling the main hole.
THE LURKING HORROR:
Terrify, but really terrify the urchin, for the means to attack the rest of them.
ZORK 2:
The lizard likes candy. Solve the well problem first.

NEWS

Three more horrors

CRL have more adventures lined up to send a chill down your spine. St. Bride's *Jack The Ripper*, due any time now, will be followed by another Rod Pike horror — *Wolf Man*. If that isn't enough to keep horror fans going, there's more to come! CRL have *Jekyll and Hyde* lined up for anyone who has not been scared to death by the first two!

From *Darkness Into Light* is another title planned by CRL, written by ex-Delta 4 member, Judith Childs. A Quilled adventure, it involves the player, taking the role of a woman, in returning a stolen chalice to a church.



Less Kerovnia

After *The Pawn*, and *Guild Of Thieves*, Magnetic Scrolls will be taking a rest from Kerovnian tales. *Assassin* is the working title of their next adventure, set in modern times. *Upon Westminster Bridge*, planned as a text-only adventure, and Anita Sinclair's own pet project, is not likely to see the light of day until about this time next year.

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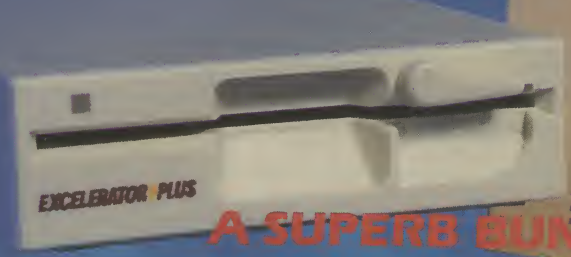

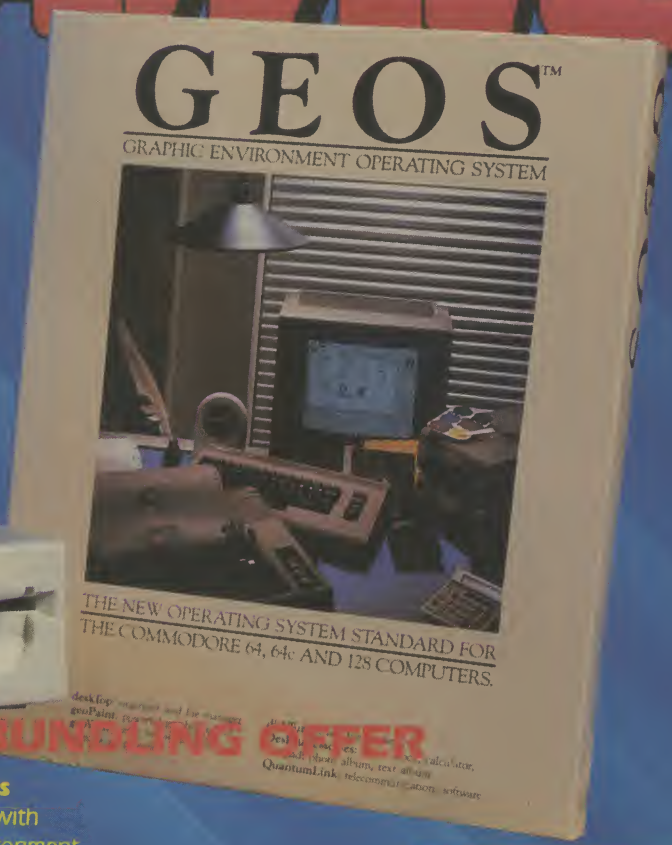

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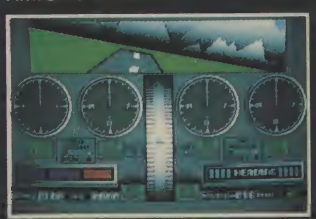

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Win a Disk Drive

Rainbird Adventures are flying the flag for Britain in the face of stiff competition from the US from the likes of Infocom, Origin, and many others. Titles like *The Pawn* and *Guild of Thieves* have netted a handful of awards for Magnetic Scrolls and Raibird. The range also includes the excellent Level 9 classics *Silicon Dreams, Knight Orc,* and *Jewels of Darkness.*

The whole range of Rainbird adventures are available for the Amiga as well as the Commodore 64.

Now we are giving you the chance to win the complete set of Rainbird adventures — enough puzzles and adventure entertainment to keep you busy right through the winter.

But that is not all we are offering. To enjoy adventure at its best you really need to own a disk drive. So should you be the lucky winner we will throw in a disk drive as well. Amiga owners will receive a voucher to spend on hardware or software to the same value as a Commodore 1541 disk drive.

How To Win

We have devised a short adventurette based on the CU office. Using your adventurer's nouse and knowledge of the CU crew we want you to tell us what the true outcome was to the incident described below. Choose what you think happened from the options numbered one to three and tell us whether you own Amiga or 64. Send these to Rainbird Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Don't forget to include your name and address and remember all entries must arrive by December 23 (or at least post marked that date — in view of the Xmas postage backlog).

It's the day before pay day. The CU crew are skint and gasping for a pint. Do they (1) Send Nick Kelly to Tottenham Court tube station to busk the price of a round (2) Empty the extremely full office swear jar or (3) borrow £5 from the extremely well off Advertising Manager of our ad-fat sister publication C+VG.

The City Pride pub is heaving with city gents. Customers are six deep at the bar, there are no vacant seats. The only exit is behind the CU crew — back out through the door. There is an upstairs room with more seats. A fruit machine flashes away in the corner and Mike Pattenden notices that it has nine nudges waiting to be won.

What happens next?

Do the CU crew stay and gamble on the machine in the hope of winning the price of the next round? (2) Find a less crowded pub? or (3) Find some seats upstairs away from the hustle and bustle of the bar?

If you think you know how the CU crew think then get your answers in now. This is a true story and the correct solution is hidden in a sealed envelope in a locked cupboard in the Ed's yuppie flat in Islington.

Here are some clues — the CU crew are lazy, notoriously thirsty and don't agree with the misquotation "neither a gambler nor a lender be".

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LETTERS

Softspeaking

After the success of my letter a couple of months back I thought I'd send you some more softspeak.
FREE GAMES TAPE IN NEXT ISSUE!
But the mag'll be 50p dearer (wrong mag. Ed)
AVAILABLE NOW!
Not in the shops yet
IMAGINE ARE MAKING A COMEBACK!
Again.
WE'VE HAD SOME TEETHING PROBLEMS.
The programmers lett.
RESET THE COMPUTER.
Nuke your '64 with a paper-clip,
REVIEW NEXT-ISH.
Next year, maybe.
LEVEL 9 ARE DOING A NEW SECRET PROJECT.
It's an adventure.
WE'VE HAD SOME CASH-FLOW PROBLEMS.
Here come the bailiffs.
THE GAME SOLD WELL AND WE'RE USING THE REVENUE TO DEVELOP NEW IDEAS.
I shall shortly be going on a holiday somewhere nice.
THE GAME DIDN'T SELL AS WELL AS EXPECTED.
I'm going to Bognor.
BACK-UP CART MK37. THE ULTIMATE BACK-UP CARTRIDGE.
Well, apart from the version we're bringing out next month.
CBM 64 FOR SALE. STILL BOXED. UNWANTED BIRTHDAY PRESENT.
I wanted gold-clubs, got a computer, had a row, getting divorced.
SPECTRUM 3+++++
Same junk, different box, higher price.
COMPUTER AND VIDEO GAMES.
And music reviews, film guides, oh and the odd game review, somewhere.
PREVIOUSLY UNRELEASED GAME WITH THIS BIG VALUE COMPILATION.
We wouldn't dare release it on its own.
WE'VE STILL GOT TO SORT OUT A FEW BUGS.
Oh my god!!! Heaaaalp!
WE'VE STILL GOT TO SORT OUT SOME BUGS.
Aaaargh! God! We're dead, doomed, sunk.
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Ho-hum.
ANDREW BRAYBROOK'S GOT A REVOLUTIONARY NEW GAME CONCEPT.
Bang, Bang, you're dead.
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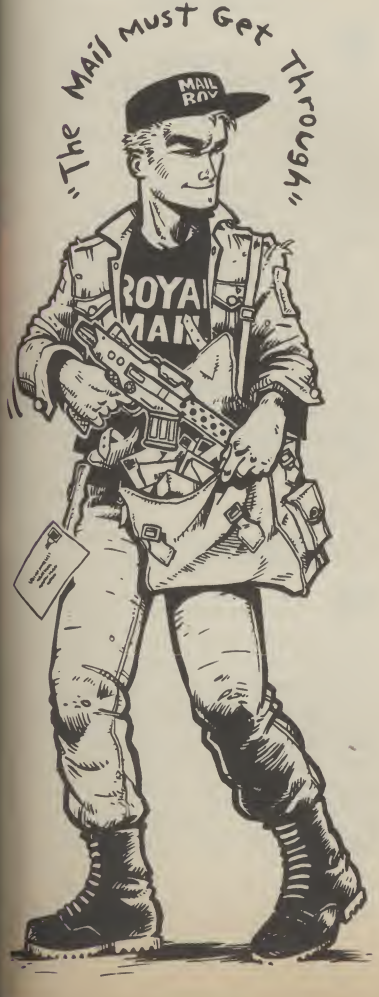
Simon Kavanagh,
London E9.



Rumbled

I was orrified to see that the vritinks of mi vaforite kolumnitz, Keith Campbell, vos cut to only von pagenik in the October Communist User. And then I buy the new Computer + Socialist Games and to mi amazement, your capitalist advertisment for CU does not even mention this great vriter. Idyotz of the likes of Mike Pattenden, Ferdy Hamilton and Nick Kelly are featured. Efenski Gary Penn, the arch-vally, who you slag down for muntz as being krap, you give the accolade. But the old vaforite of mine, the von ant only Adventure vriter vot has any sense, vor him you do not give the fig. If that ist ow your maganinik is going to be, then sob off — vot more can I say!
D. Sgusted,
Dubrovnik.
Your are Keith Campbell and we claim our pint comrade.

LETTER

Complaint

This is the first time I've written to your magazine and it's to complain about people complaining about complaining. It is our right to complain about anything at all, no matter how ridiculous. People might even write in to complain about me complaining about complaining about complaining, which sounds very complex but just take a deep breath and read it slowly and you'll probably understand it sooner or later

The *Indiana Jones* advert seems to have been made to catch the eye of female readers, Indy's shirt is open the knee of his trousers is ripped and he's swinging his bullwhip around. It's disgusting, it should be banned, disgusting smut like that.

Acknowledgements.
This letter was made possible by the following:
J. Tierney (He's my father) — for giving me the note paper and the envelope.
B. M. Tierney (she's my mother) — for the lend of her pen.

The Post Office — for the stamp, and the CU crew — for printing it.

The contents of this letter are based on fact, any resemblence to fictional people or events are strictly on purpose.
J. Tierney,
Co. Dublin.
This reply was made possible by the letters Ed (who wrote it), the typesetters (who probably spely it wrongly) the printers (who printed it) and your newsagent.

Phewee Huey

I have recently upgraded from a C64 to an Amiga 500 and feel that I must write about your review of *Super Huey* for the Amiga in the October issue.

In the review, Francis Jago stated that the game did not work properly with Kickstart 1.2 and that he needed to use kickstart 1.1. This means that Super Huey can not be used on either the A500 or A2000 models of the Amiga as these machines have Kickstart 1.2 on ROM and cannot use Kickstart 1.1.

I would like to make the following points:
1. Surely your review should have pointed out that A500 users would not be able to use this particular game.
2. Why are US Gold releasing a game *now* which won't run on the A500 (I suspect that the answer to this is that the game was released in America some time ago before the new Amigas were on the market.)
3. Does the packaging for *Super Huey* state that it is for the A1000 only? If not, will retailers be prepared to exchange it for another game if A500 owners buy it?
4. Are there any other games which will not run with Kickstart 1.2? If so, could Commodore User publish a list of them, and are the software companies going to produce new versions that will run on the A500?

The other comments in your review were sufficient to deter me from buying *Super Huey* anyway, but this problem could easily have happened with a *good* game!!

I look forward to further Amiga coverage/reviews in future issues!
Gareth Kitchener,
Hitchin, Herts.
***Super Huey*, US Gold assure us, will load on the A500.**

LETTERS

PCW Show

I thought I would express my delight (not the margarine type) about the 10th year PCW show. It was brilliant, far better than any Commodore show and even better than last year's show, which I thought was not possible.

Games were about £6 each. Some, if you could find the right stand were about £3/£4. Each stand gave away posters, some about three, also if you asked they would give you badges. Probable the biggest posters I received were *Bangkok Nights* and the *Rampage* poster (about 4.5 feet tall).

The stands were great, all arcade games were on free play. On the Gremlin stand there was a TV with a gremlin on talking to people. My friend told the gremlin that he was stupid, the gremlin told my friend that he was about to turn into a sausage.

The last stand I went to was the good old C.U. stand. There I meet Eugene Lacey, I had a long chat with him about *Mega Apocalyse* and how good it was. I then bought a C+VG and let him sign it (I didn't buy a C.U. because I have them all). Overall it was a great day. Thanks.

Daniel Lavers
Ashford, Kent

Glad you could make it along with the thousands of others. We had a great time playing everybody else's coin-ops, drinking their booze and enjoying their entertainment. We did some work too, honest.

Offended

I am writing to complain about Virgin's new game *How To Be a Complete Bastard*. I feel the title of this game is very upsetting. I think it is badly named. I therefore think the title should be withdrawn.

M. Birch
Havant, Hants.

The title is based on a book — would you have that withdrawn too? We realise the word has unfortunate connotations but it does seem to have become part of vernacular.

Dull life

I just thought that I would inform you that your mag is cool, especially Arcades. As there are no decent arcades near me I will never have a go on many of the new ones. As you can see my life is boring. The only thing that can liven it up is Commodore User. I get £1.50 a week for pocket money, so I have a careful look through your reviews and at Buzz so I don't pick a bad game.

Right now for something completely different.

1. Thank you Nick Kelly for a brilliant *Afterburner* review and thanks to whoever wrote the *Indiana Jones* preview. I will probably go out and buy it now.
2. Please, please, please can you send me a signed photo of the team?
3. Please add more free photos, tapes and booklets.
4. Please print this letter so I can show off in front of my friends.
5. Please put more competitions into your ace, cool, mega groovy magazine.
6. I'm very polite aren't I
7. Bye.

Dominic Daly
Toddington, Beds.

We're glad we make life worth living. Mike gets the same feeling when faced by a cheese and pickle roll. Now the answers: (1) See Aaargghh! (2) We don't have any group photos — only Mike is of pin-up quality *(who wrote this? Ed)*. (3) You get all we've got. (4) Show off! (5) We have loads. (6) You're a credit to your school your parents and the Model Railway Society of Great Britain. (7) Bye to U2.

Cheek

Did you know that the cover of your May 1987 issue, incidentally drawn by Angus Fieldhouse, also appears on the front cover of the new Games Workshop/Avalon Hill "Rune Quest" Supplement "Land of Ninja"?

Why do two publications have the same cover? Please explain.

Martin Nunn
St Albans, Herts

We can't. What a cheek! But the fact is CU only owns first copyright on the artwork. What Angus does with it afterwards is his business

Aaarggh!

I have recently purchased *Indiana Jones and the Temple Of Doom* from Boots the only computer stockists in our town.

From your preview it sounded quite good, but to my surprise it wasn't that good at all. The graphics were O.K. and the gameplay, but what p@**ed me off was the fact that it was a multi

load! Aaaaargh! God I hate them dam things!

And another thing! After you've been killed you have to rewind it and go through it, again! So this is a kind of warning to the sane British Public, do not buy this game!

Garry Dobson
E. Yorkshire

You should have waited for the final review where the Ed himself pointed out this defect. We've got a disk drive so we don't care.

Do it

I'm writing concerning the coin-op conversion by US "how to ruin another game" Gold of *Out Run*. In particular J. G. Homer's remarks on the subject. Does he own a ZX80 or a Commodore 64? He seems to think just because of the Amiga the C64 is obsolete.

it is quite obvious why US Gold should bother converting it. The 64 *can* do it.

1. Music, though not up to the standard at the coin-op could still be extremely good, expecially if someone like Rob Hubbard does it.
2. Hydraulics. is J. G. Homer serious? I for one got hooked on the stand-up version.
3. Superfast graphics. You just have to look at something like *Super Cycle* to see how fast graphics on the 64 can be. The actual quality of the graphics, though again, not as good as the original, could still be very good.
4. If they do manage to do all this (and there is no reason why they shouldn't be able to) it will probably have to be a multiload. If it is it should use the Dragon Load from *Singe's Castle*, or if they can't manage that it should have some good music in between loads like *The Last Ninja*.

So US Gold take heed!!!!!

David Jenkins
Hatfield, Herts

Get all that Geoff?

Gants Hilliard

After reading your review of *Renegade* in the October issue I felt I must write in and ask a few questions.

1. Gants Hill tube station. You mean the one on the Central Line right near where I live? If you do I don't quite think there are any blood thirsty knife wielding yobs, in fact us Gants Hillians are quite nice people.
2. Mike, do you live in Gants Hill? If so come round one day for a real laugh. Bring the whole team.
3. I never saw you at PCW Mike, why not? Loads of us Gants Hillians were there.

The CU stand was great, I got loads of back numbers and I loved WEC *Le Mans*. Is *Battleships* really dumped? I was really looking forward to getting it. If it is why did you have an ad in the October issue, the issue where you said that it was dumped?

Jai Pushkin
Ilford, Essex

The story was true. MP comes from Goodmayes, Ilford not Gants Hill but he lives there no longer *(phew! MP)*. He *was* at the PCW Show — blagging free drinks at Firebird and Elite most of the time. Battleships (64) is dumped, though 16 bit versions are planned and the 64 version may well turn up on a compilation soon. As for *Ikari* — it's a mystery! Try Hotshots.

Smiths reply

I write in reference to Jose Thomas' letter in your October 1987 issue about Smiths.

I used to work in a W. H. Smiths Software Dept and when this situation cropped up we used to issue a written VAT receipt for the non-faulty game thus solving the problems of two games on one receipt.

I can only assume that the branch he went to were being awkward and suggest he asks them for a VAT receipt next time.

Adam Penn
Luton, Beds

We're just incredibly depressed at their splitting up. No VAT receipt could ever bring Morrissey and Marr back for us.

Punishment

This letter is dedicated to "Mad" Mike Pattenden. In September's Hotshots you asked the readers to suggest a punishment for Nick "Double dealer" Kelly. Everybody knows that the interview with Tony Cottee should have been given to a football expert like you, not to a birdbrain like Kelly.

Here are my suggestions:

1. Chop his head off, and use it as a football.
2. Force him to play Imagine's *Super Soccer*, while you are sitting next to him playing *Californian Games*.

This punishment might not be so original, but it's good enough to make even the toughest beach-bum go bananas.

Can I have the Hotshots special prize now?

Thomas Brekk Unnvik
C. J. Hambros v.1
Norway

No, the punishment is still too light. I want his whole family destitute, his dog dead, his girlfriend to leave him and the wing to fall off a Jumbo jet and hit him on the head as he breaks all five strings on his guitar. Only then will I be satisfied — MP.

Sound

I am writing to complain about the sound rating given to *ACE II* in your October issue.

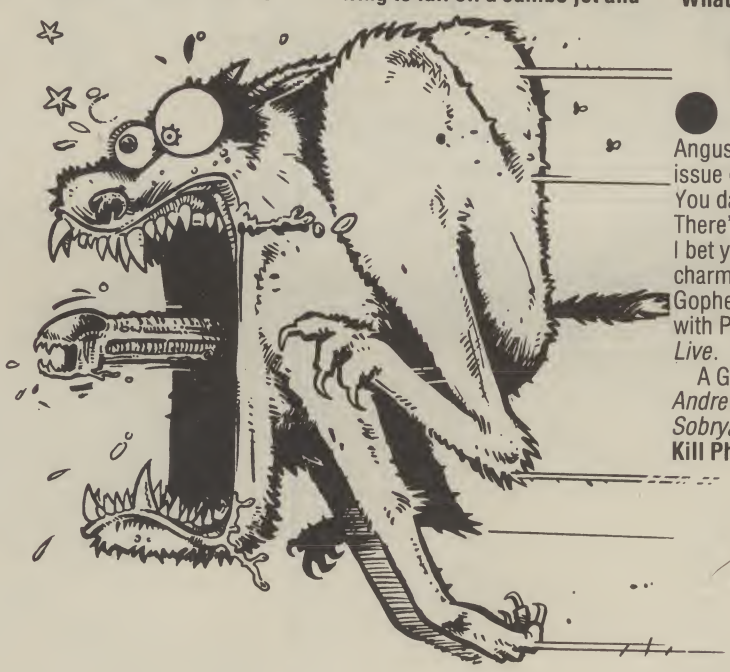
OK, the sound FX might be dull and unrealistic, but surely your reviewer must have noticed the excellent piece of Rob Hubbard music. The music, in my opinion, is one of Rob Hubbard's most exciting and amazing pieces. And it deserves at least 7 or 8 out of 10.

I like the music so much that I have recorded it on audio tape and I listen to it every day on my way to college.

Oh, by the way, have you hears the music from Firebird's *Arcade Classics*? Again, it's by Rob Hubbard, but this piece will make you start head-banging. I'm not joking — Rob Hubbard has made the 64 sound like a heavy metal rock band. Absolutely amazing stuff!!

Fu San Li
Crewe, Cheshire

***Arcade classics* is pretty damn raunchy but we wouldn't listen to it on the way to work. The Ed listens to Bruce Springsteen. Hotshots favours the Smiths (wimp that he is) and Nick Kelly listens to himself all the time. What an egomaniac!**



Gopherit

Ref: Wilf Henderson of Angus, Scotland, letter in the last issue (October). Kill the Gopher. You dare. Anyway what gopher? There's no gopher on Roland Rat. I bet your talking about that lovely charming, beautiful, furry little Gopher, Gordon who appears with Philip Schofield on *Going Live*.

A Gordon the Gopher fan.

Andrew "Don't kill the Gopher", Sobryan.

Kill Philip Schofield we say.

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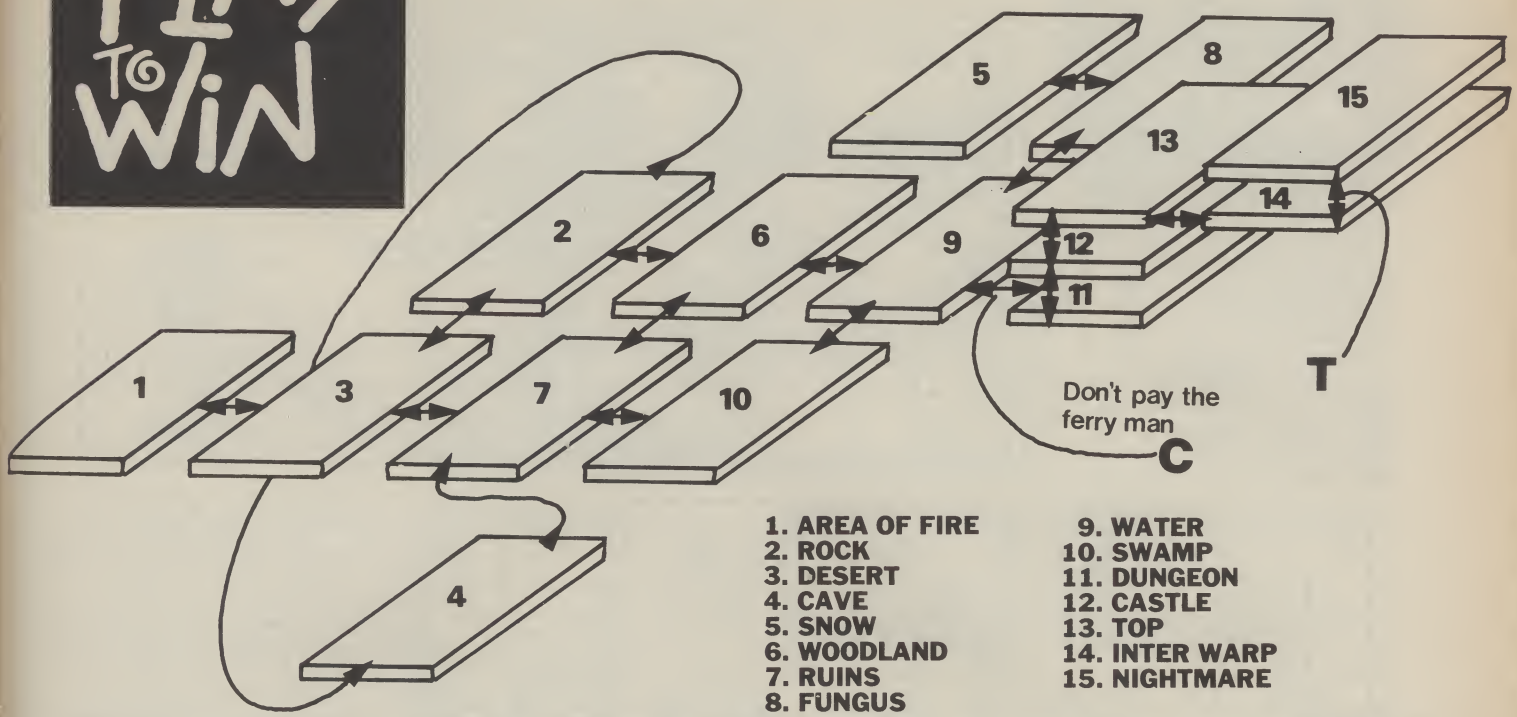
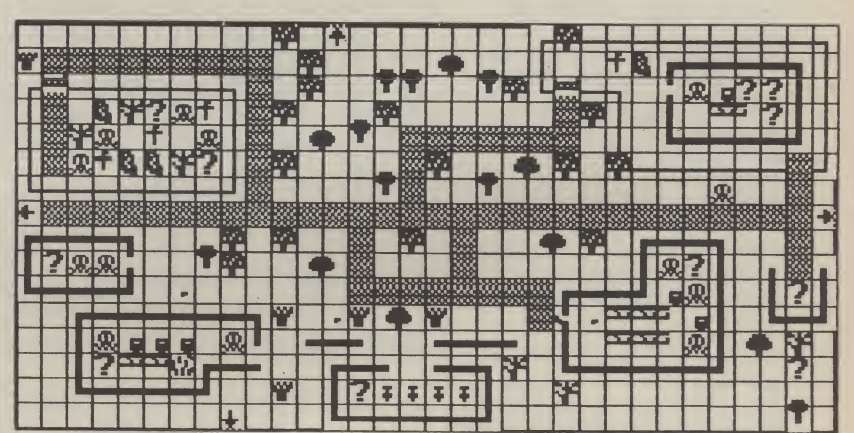


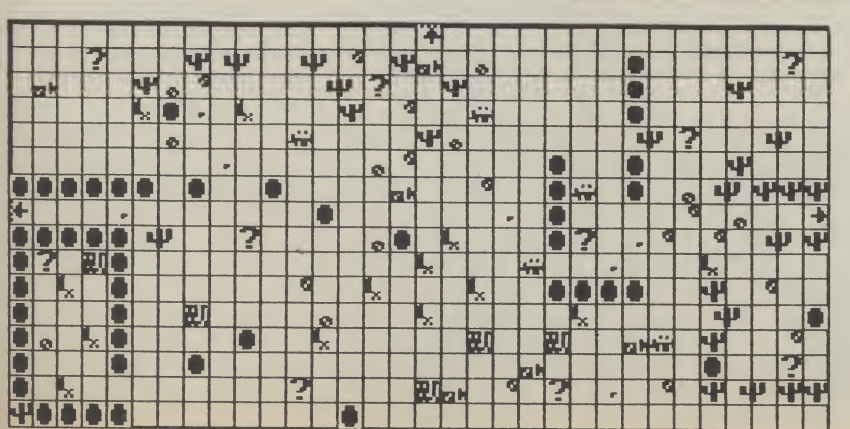
1. AREA OF FIRE
2. ROCK
3. DESERT
4. CAVE
5. SNOW
6. WOODLAND
7. RUINS
8. FUNGUS
9. WATER
10. SWAMP
11. DUNGEON
12. CASTLE
13. TOP
14. INTER WARP
15. NIGHTMARE

DRUID 2

The Enlightenment

Continuing our series of hints and tips with the programmers of the game we asked Tony Beckworth, Firebird's head of games development for his advice on how to play Druid II. A map of all the levels and captions on each should help even the clumsiest of wizards attain enlightenment.





LAND OF RUINS

This is the village of Ishmar from where the game starts. Its best to collect the three keys in the village and the DEATHLAND spell from the south-west.

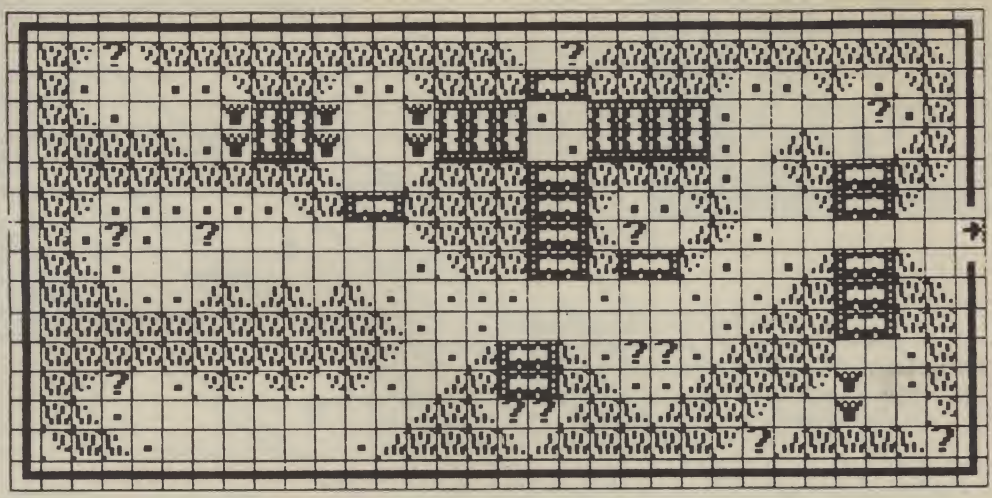
THE DESERT

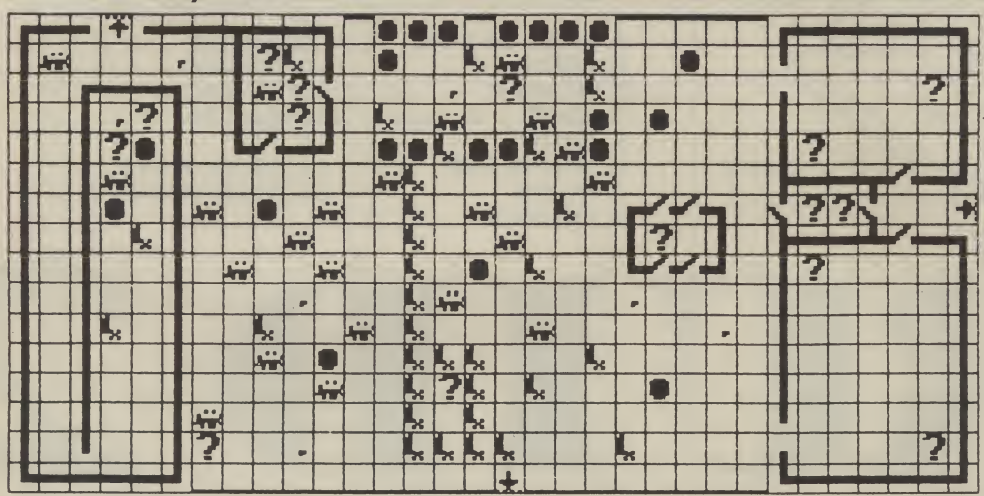
ARMOUR and INVISIBILITY can be found in the north-east. Then destroy the Demon Prince (fire at it and cast DEATHLAND). Move north-far-west and get another DEATHLAND.

PLAY TO WIN

LAND OF FIRE

Two resurrection spells can be found in this land towards the south. Only cast one of them, so that should you die, you will be re-born. But the most important spell of all can be found at the north, guarded by a Demon Prince. Destroy him, and the White Orb is yours.



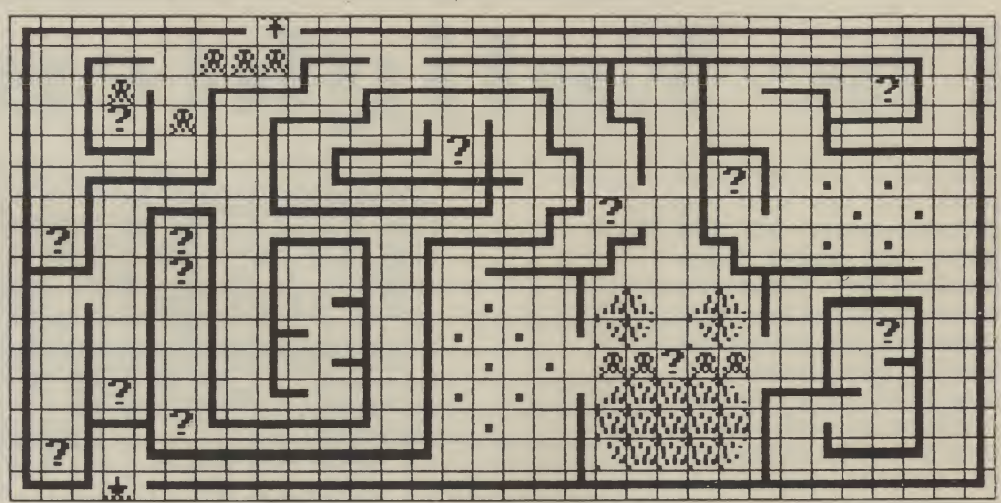


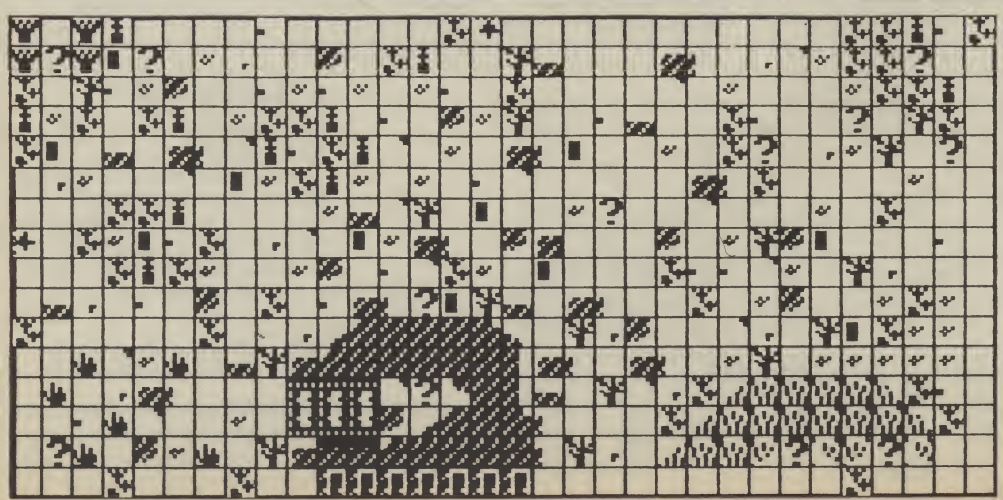
ROCKLANDS

As you enter at the south of this level, get the key to your east, then move to the north-west of the land and get the CREATE LIGHT spell. At the far north-west of the land you will find a door leading north. Go through it and you will find yourself in . . .

THE DARK CAVERNS

This level is totally dark so you must cast a CREATE LIGHT spell so that you can see your way through the caves. You need the HORN spell from within these caverns (you will understand why later!) Through the maze you must find your way to the north of the caves where you will find yourself back at Ishmar. Now you must go east to the Swamp.



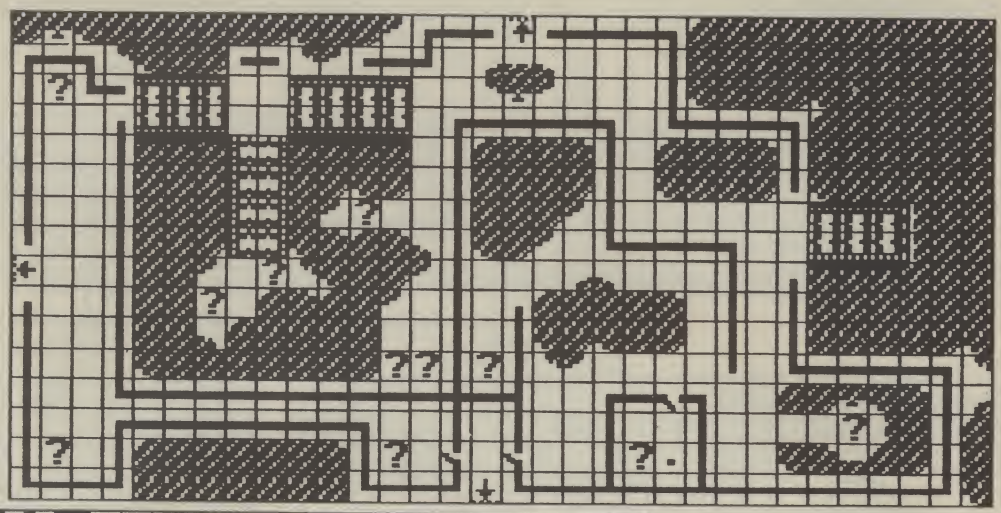


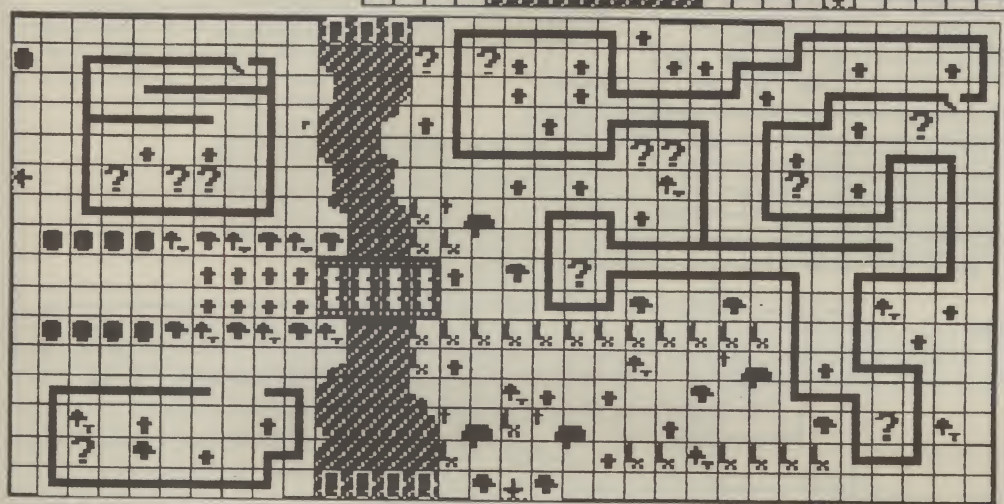
THE SWAMP

A couple of Kraken elementals can be found on this level to protect you. Now head north into The Land of Water.

? SPELL SOURCES
WATER
BRIDGE
A GATE
SKELETON SOURCES
TELEPORT PAD
DOWN STAIRS

FIRE
DOORS
DEAD TREES
TOADSTOOL SOURCES
THE HAND SOURCES
ROBOTS
UP STAIRS





THE LAND OF WATER

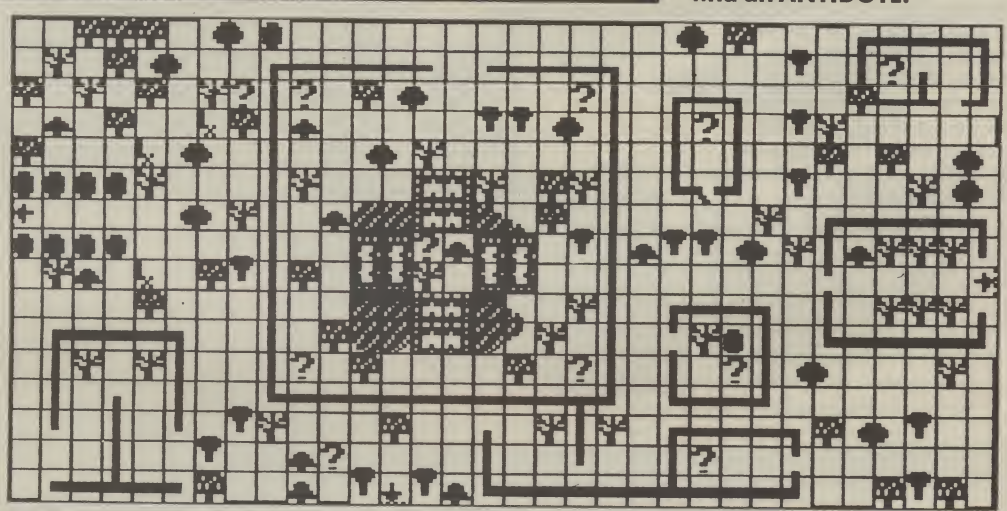
There is a pier to the far-east of this land. Blowing the HORN here will summon the Grim Reaper to take you across to Acamantor's Dark Tower. But first you need money.

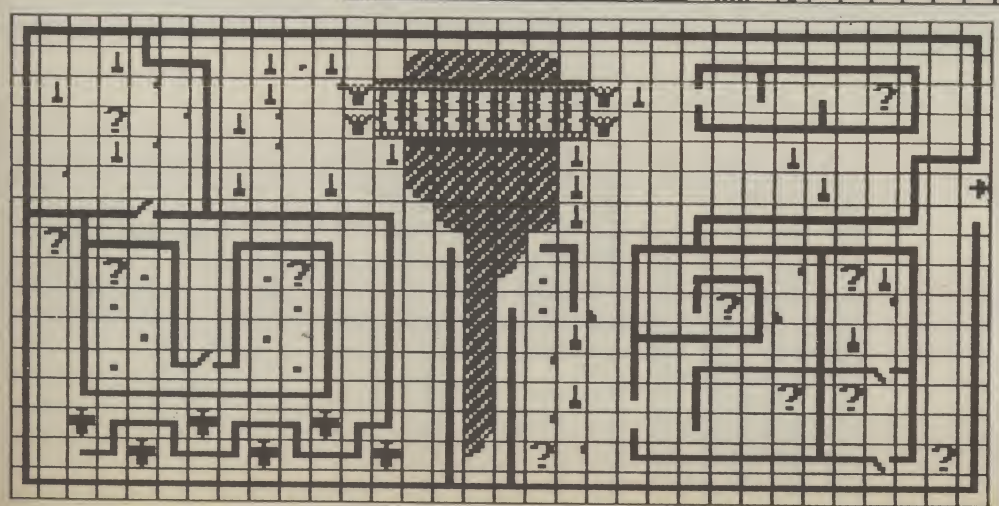
THE LAND OF FUNGUS

Moving mushrooms will poison you. If you are poisoned, then you will have a race against time to find an ANTIDOTE.

THE SNOWLANDS

Go across the northern bridge and fight the Demon Prince then fight past the animated statues until you reach the door that leads to the north-west. Here you will find a COIN which can be used to pay the Grim Reaper, so return to the pier in the land of Water and blow the HORN. You will now be ferried to . . .



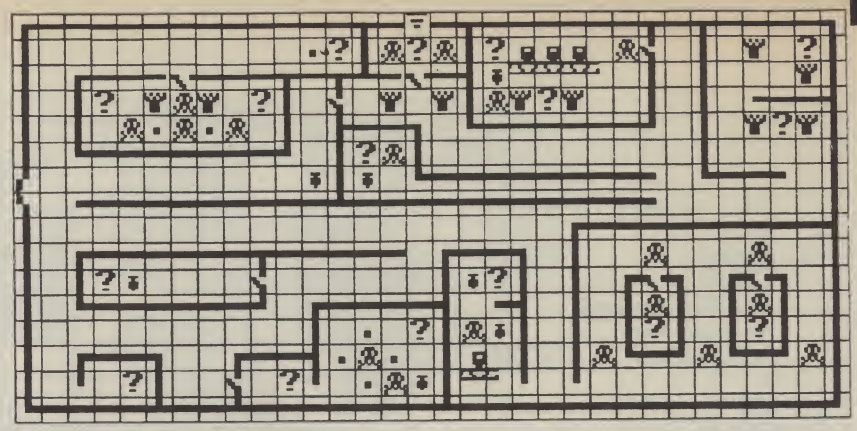


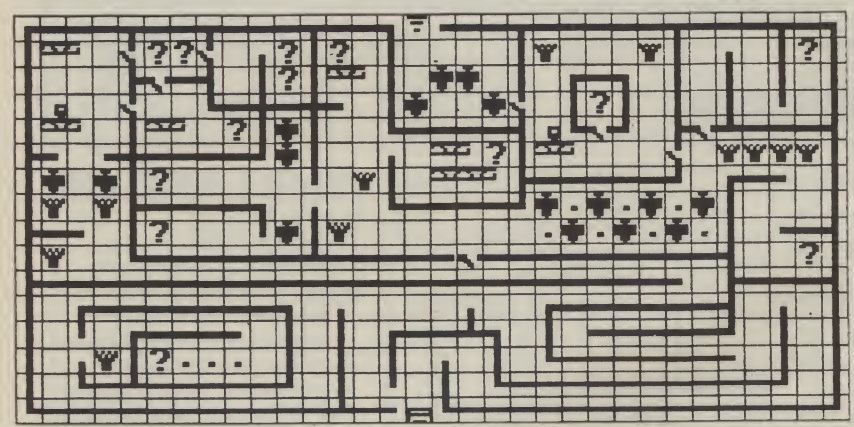
THE WOODLANDS

PLAY TO WIN

THE LOWER DUNGEON

There's no turning back now! Move North and then East to get a **RESURRECTION** spell. Cast this stralght away. Now find your way to the stairs that lead up to the next level of the castle but be careful, because they are guarded by a Demon Prince.



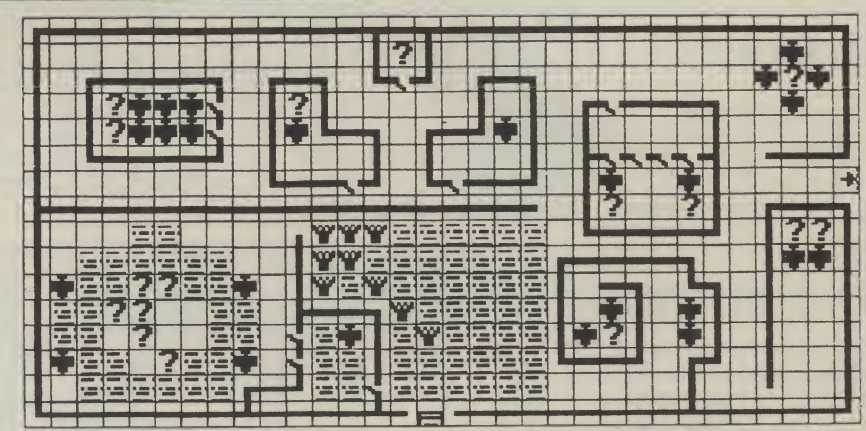


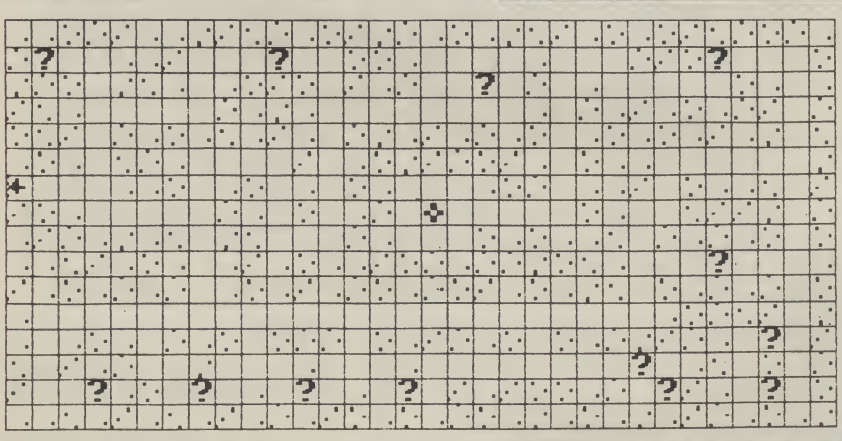
THE CASTLE

Even more animated statues and yet another Demon Prince to fight past. You can't run past this Demon, so you'll definitely need a **DEATHLAND** spell. Carrying on up the castle stairs will lead to . . .

THE TOP OF THE CASTLE

Some of the floors on this level are trapped and will drain your energy. Many keys can be found to the west. A **TELEPORT** spell and a **RESURRECTION** can be found in the room with four doors. When you have them, go east, where you will find a strange door leading out of the side of the castle. But this is the top of the castle.



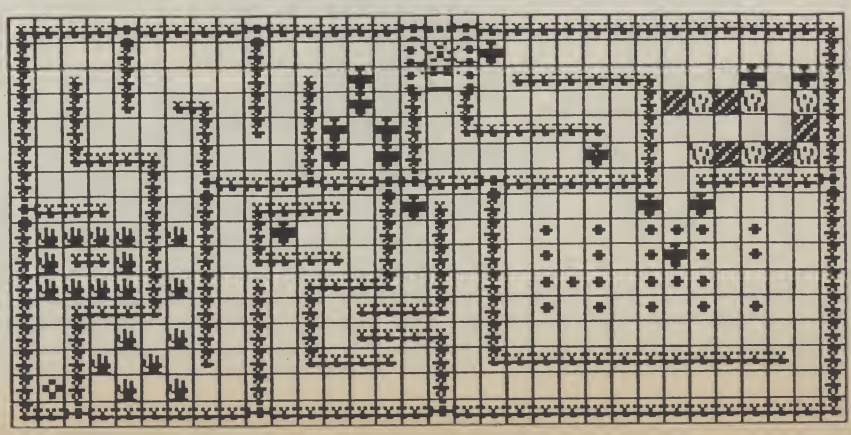


THE INTER WARP LEVEL

You must find your way through this mystic maze but you will find no exits. The only way out is through magic. You must cast your **TELEPORT** spell from the magic symbol at the middle of the maze.

THE FINAL NIGHTMARE

You will find yourself teleported into Acamantor's nightmare world. Here at last you will find the evil that you have come to destroy. But Acamantor's minions will make a final deadly onslaught. Acamantor himself can be destroyed with the **WHITE ORB** spell and your Druid will receive **ENLIGHTENMENT!**



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- **WARP 25. THE WORLD'S FASTEST SERIAL DISK TURBO – NOW EVEN FASTER! LOADS 200 BLOCKS IN 6 SECONDS! 240 BLOCKS IN 7 SECONDS!** – that's even faster than some parallel systems. Built into the cartridge – no extra hardware or software required. Includes supercast, warpsave, scratch, filecopy/convert. Integrated with normal disk turbo for supercompatibility – auto detects warp or normal format so no special load commands are required. Turbo and Warp 25 speed are entirely independent of the cartridge with SUPERBOOT.
- **SIMPLE TO USE:** Just press the button and make a complete backup – tape to disk, tape to tape, disc to tape, disk to disk. THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME.
- **TURBO RELOAD.** All backups will reload at turbo speed, COMPLETELY INDEPENDENTLY OF THE CARTRIDGE.
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- **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side – 6 programs per disk, if you use both sides.
- **TEXT MODIFY.** Change title screens, high score screens etc. Put your own name into a game then restart it or make a backup to tape or disk. Very simple to use.
- **MONITOR.** Full feature 'Floating' type MACHINE CODE MONITOR. All standard features plus many more:- assemble, disassemble, hex dump, interpret, transfer, compare, fill, hunt, number conversion, bank switching, relocate, load/save etc. Uses no memory. Full printer support.
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- **FAST FORMAT.** Under 20 seconds.
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- **TAPE TURBO.** Designed to make turbo load/save for your own programs. No screen blanking during loading.

REMEMBER all features are built in and available at the touch of a key. All features work with both **TAPE** and **DISK.** (Except multipart transfer & disk file utility).

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Contains routines for transferring many of the non-standard multi-load games from tape to disk. Over 40 titles. Latest additions are **LAST NINJA, ROAD RUNNER** (infinitive lives option), **BLOOD 'N' GUTS** (play any event), **DECEPTOR, LEADERBOARD EXEC** and **WORLD CLASS, KILLED UNTIL DEAD, MASK, INDIANA JONES, IMPLOSION, TAIPAN,** plus all the classics including **SUMMER GAMES, WORLD GAMES, DRAGONS LAIR** 1 and 2, **GAUNTLET, SUPERCYCLE** etc. Works in conjunction with **ACTION REPLAY.**

Disk includes **GRAPHIC SLIDESHOW** for displaying pictures saved with **ACTION REPLAY.** Plus Warp 25, Superboot – non Action Replay owners can speed up their 'expert' or 'freeze machine' programs to see what they have been missing.

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FOR CBM64/128

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ALL THE MK IV FEATURES PLUS ...

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● **EXTENDED MONITOR.** The 'Professional' has an extra powerful machine code monitor. Because it has both ROM and RAM at its disposal the Professional can freeze any program and then examine the WHOLE OF COMPUTER MEMORY in its frozen state including screen RAM, ZERO PAGE and STACK.

Full feature disassembly, compare, fill, transfer, hunt, relocate, jump etc. etc. In fact all the features of the best fully blown monitor available. Return to the frozen program at the press of a key at the point you left it! An absolute must for the program hacker – or even the programmer who needs to de-bug his program.

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Action Replay will backup any program that any other cartridge can backup – and more! It also has an unmatched range of onboard features. Before you buy check our competitors ads to see what they offer and see how many of the Action Replay MK IV features are either not there or have to be loaded from Supergate disks etc. When you buy Action Replay if you don't find our claims to be true then return it within 14 days for a full refund.

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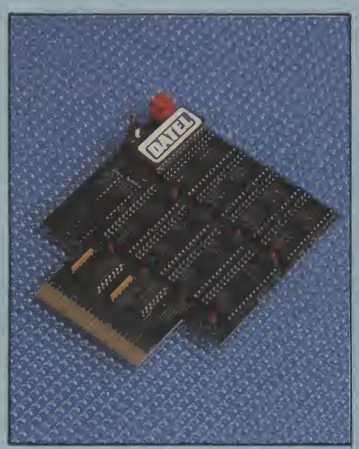

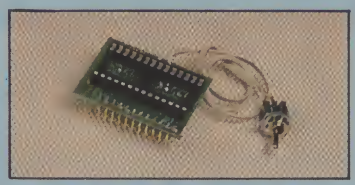

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- ❑ This board fits in place of the kernal in your 64 and accepts a 16K or 32K replacement kernal giving 2 or 4 different operating systems.
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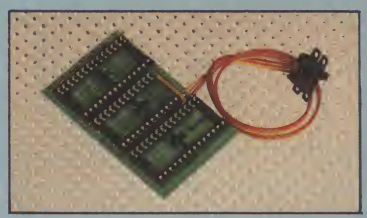

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- ❑ Fully menu driven software/hardware package makes programming/reading/verifying/copying EPROMs simplicity itself.
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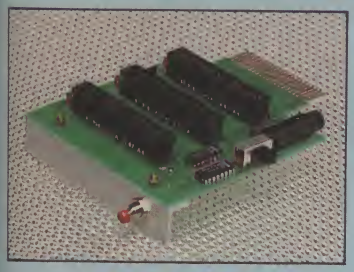

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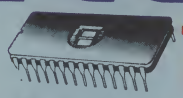

TURBO ROM II

Turbo Rom II is a replacement for the actual kernal inside your 64. It provides superfast load/save routines.

- ❑ Loads most programs at 5-6 times normal speed.
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- ❑ Improved DOS support including 10 sec format.
- ❑ Programmed function keys:- load, directory, old, etc.
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- ❑ FCOPY – 250 block file copier.
- ❑ FLOAD – special I/O loader.
- ❑ Plus lots more.
- ❑ Fitted in minutes – no soldering usually required. (On some 64's the old ROM may have to be desoldered).

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A complete lightpen/graphics illustrator package.

- ❑ A fully icon/menu driven graphics package of a calibre which should cost much more.
- ❑ Complete with a fibre optical lightpen system for pin point accuracy.
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  - Rectangle
  - Circle
  - Rubberbanding
  - Lines
  - Freehand
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  - Printer dump
  - Load/save
  - Advanced colour mixing – over 200 hues!!
  - Cut and paste allows shapes/windows/pictures to be saved to/from tape/disk.
- ❑ Blazing Paddles will also work with many other input devices including; Joysticks, Mice, Graphics Tablets, Trackball etc.
- ❑ Pictures can be saved from Action Replay and edited with Blazing Paddles.

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The ultimate disk toolkit for the 1540/1541

- ❑ A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less.
- ❑ DISK DOCTOR V2 – Read and write any track and sector including extra and renumbered tracks. Repair damaged sectors. Look underneath read errors.
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- ❑ DISK LOOK – Sort directory. Recover lost files. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam. Much, much more.
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- ❑ Turn your Smart Cart into a 32K RAM/disk.
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- ❑ Load/save instantly.
- ❑ Disk type commands: load, save, directory, scratch.
- ❑ Program data retained when computer is switched off!
- ❑ Full command set with instructions.

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- ❑ Line in/mic in/line out/feedback controls.
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- ❑ Up to 8 samples in memory at one time.
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- ❑ 8 digital drum sounds in memory at one time.
- ❑ Complete with 3 drum kits.
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- ❑ Load/save facilities.

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- ❑ With sound sampler hardware you can record your own kits. ❑ Load/save facilities.

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Model & Robot Control made easy

- ❑ Robotek 64 is a comprehensive hardware/software package which enables you to connect your 64/128 to the outside world.
- ❑ 4 output channels – each with onboard relay
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- ❑ Voice input for voice control.
- ❑ Software features:- test mode/analogue measurement/voice activate/digital readout etc.
- ❑ Excellent value! **ONLY £39.99**

including hardware/software/mic etc. (State tape or disk)

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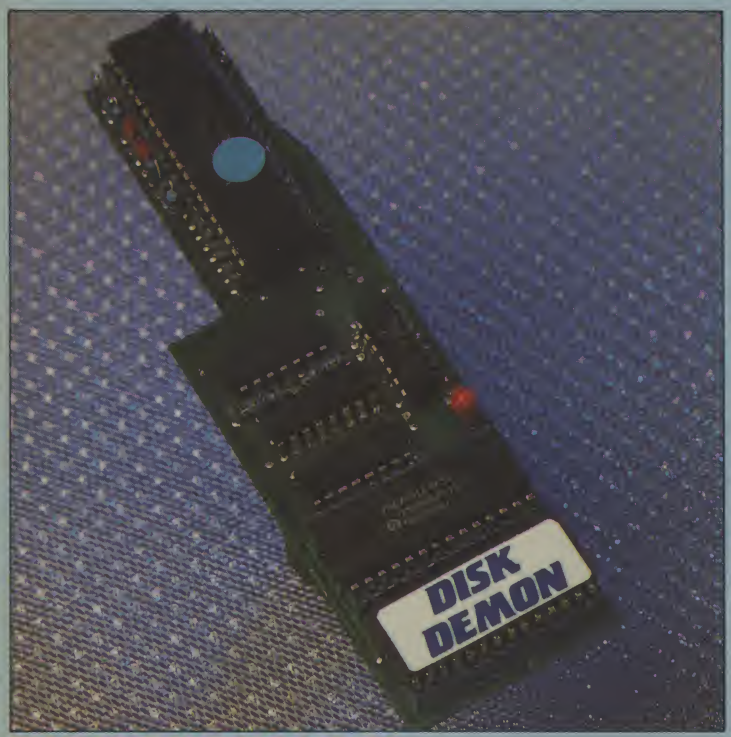

PROFESSIONAL DOS ™ MIKROTRONIC

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- ❑ Loads a typical 202 block program file in under 3 seconds!
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- ❑ Perfect for use with Action Replay 3 – a typical AR3 backup will reload in about 3 seconds – yes 3 seconds!
- ❑ Speeds up other DOS functions including verify, scratch etc.
- ❑ Comes complete with superfast file and whole disk copier free!
- ❑ Screen on or off during loading.
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- ❑ Easily fitted – Disk Demon plugs inside the 1541 and the new operating system chip plugs inside the C64/128. Fitting takes only minutes and usually requires no soldering.
- ❑ User port throughbus supplied free – you could pay £15.00 for this alone.
- ❑ Supplied complete – no more to buy.
- ❑ Works on C128/1541 in 64 or 128 mode.

FAST HACK'EM ™

C128 version £69.99

The Ultimate Disk Copier/Nibbler for C64/128

- ❑ MULTI-MODULE SYSTEM – ALL ON ONE DISK
- ❑ SINGLE 1541 MODULE
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- ● NIBBLER: Copy an entire disk in 2 minutes. As above but parameters can be set manually.
- ● FAST COPY: Copy a disk in under 2 minutes.
- ● FILE COPY: Copy and file in 9 seconds.
- ● FAT TRACKER: Fat tracks are amongst the latest forms of protection. This mode allows you to produce a fat track on the disk.
- ❑ SINGLE 1571 DRIVE (64 OR 128 MODE)
- ● FAST COPY: Entire 1571 disk in under 1 minute.
- ● SINGLE OR BOTH SIDES: Will copy C64 or true 128 software.
- ● C64 or 12 modes.
- ❑ 1541 PARAMETERS MODULE

This is the module that gives Fast Hack'em its power. The parameters module contains dozens of "Parameter Keys" that are used to unlock those heavily protected programs. Each parameter is designed for a particular software brand or even a particular program. Other copy programs may make strong claims, but without special parameters they just can't cope. Datel will be offering updates to Fast Hack'em on a quarterly basis, featuring 20-50 new parameters plus other improvements as they're made. Prices to be £6 plus old disk.

- ❑ 1541 PARAMETERS MODULE
- ● AUTO NIBBLER: Copy an entire unprotected disk in under 1 minute. Features auto track/sector analyzer.
- ● FAST COPY: Copy entire disk in 36 seconds with verify.
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- ❑ Special switching techniques make Diskmate invisible to the system. Therefore it is a more compatible fastloader than other types.
- ❑ Diskmate II is £14.99.

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- ❑ Compatible with most leading software packages including: Seil, JMS, Advanced Music System, Joreth, Steinburg etc.

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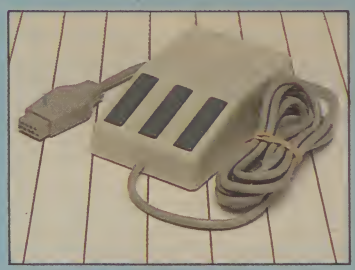

MOUSE

- ❑ CBM 64/128 mouse.
- ❑ Wide compatibility with software including: Blazing Paddles.
- ❑ Works by mimicking joystick so will work in any joystick application including graphic packages only designed for joystick.
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PLAY TO WIN

HYSTERIA

This program provides you with unlimited energy and allows you to collect to enter the number of pieces that you need to complete each level.

```
0 REM ** BY D.SLACK **
1 FOR X=336 TO 380
2 READ B:POKEX,B:C=C+
B:NEXT
3 IF C=4352 THEN 5
4 PRINT"DATA ERROR":END
5 PRINT"DO YOU WANT
UNLIMITED ENERGY Y/N?"
6 GET T$:IF T$="Y" THEN
POKE369,96:GOTO 9
7 IF T$="N" THEN 9
8 GOTO 6
9 PRINT:PRINT"ENTER THE
NUMBER OF PIECES TO
COLLECT"
10 PRINT"PRESS KEY 1/2/3/4/5"
11 GET N:IF N<1 OR N>5 THEN
11
12 POKE374,N*2
13 SYS336
14 DATA 32,44,247,32,108,
245,169,99
15 DATA 141,134,9,169,1,141,
135,9
16 DATA 76,16,8,169,112,141,
216,7
17 DATA 169,1,141,217,7,76,
0,7
18 DATA 169,144,141,204,14,
169,10,141
19 DATA 183,15,76,0,8
```

Now run the program and the game will load and run.

David Slack

HYSTERIA

Another way to make the game easier is to enter some of these words into the high score table. After you have entered one of them a different message will appear in the score table and you will have extra weapons.

Enter in high scores/Extra Weapons:

Cannings Guardian force, laser arrows; **Sound n Vision** Guardian force, jetpack, laser arrows; **Tony Barstool** Electric bolas, jetpack, laser arrows; **Please Crash** Electric bolas, jetpack, laser eyes; **The CBM Amiga** Laser eyes; **Joffa Smiff** Laser eyes (slow down energy loss at end of level); **Slartibartfarst** Laser eyes; **Stevey Big Nose** Laser arrows, jetpack, electric bolas; **Joe Kiss A Gram** Laser eye.

David Slack

BUBBLE BOBBLE

This small program will give the player infinite lives

```
10 REM ANDY GRIFO
20 FOR A=53216 TO A+
39:READ B:POKE A,B:NEXT
30 SYS 53216
40 DATA 32,44,247,32,108,245,
169,243
50 DATA 162,207,141,134,9,
142,135,9
60 DATA 76,16,8,169,0,162,
208,141
70 DATA 63,1,142,64,1,76,21,1
80 DATA 169,189,141,214,4,76,
96,68
```

A. Grifo

FREDDY HARDEST

The code to play side of the game is 25425

Ronnie Farrington
Birkenhead

AMIGA KARATE

All instructions are inside the program.

```
10 REM (c) Andy Grifo.
20 REM First Make a Backup of
the AMIGA KARATE disk
30 REM Now RENAME (the Copy)
the YELLOW TRIANGLE icon
40 REM to KARATE and also
RENAME the FIST icon to
50 REM HACKED (do this with the
RENAME option from
60 REM the WorkBench). Now
Boot Up AMIGA BASIC and
70 REM type in this program and
if you're clever you'll
80 REM SAVE it to a Blank disk
for future use. . . .
90 *REM —— Finished On
30/10/87 at 19:54 ——
100 REM Watch This Space for
More AMIGA Hacks.
110 PRINT "Hang on a mo.''
120 OPEN "R",#1,"KARATE:
HACKED",1
130 FIELD#1,1 AS N$
140 FOR A=26078 TO
26104:READ B:RSET N$=
CHR$(B)
150 PUT#1,A:NEXT
160 INPUT "Hello Old Chap, How
Many Men Would You Like (3-
90)";M
170 IF M>91 THEN PRINT "A
GURU IS AFTER YOU MY DEAR
FRIEND . . .":STOP
180 RSET N$=
CHR$(M):PUT#1,A-579
190 PRINT "Fingers At The
Ready, Now Give Me a
Boot":STOP
200 DATA 72,65,67,75,32,66,
89,32
210 DATA 65,78,68,89,32,71,
82,73,70
220 DATA 7,32,70,79,82,32,89,
79,85
```

Andy Grifo

JACK THE NIPPER II

The following listing will give infinite lives one JACK THE NIPPER II.

```
10 REM JACK II HACK BY G.
HOLDHAM
20 PRINT CHR$(147)
30 FOR F=256 TO 296:READ
A:POKE F,A:NEXT
40 SYS 256
50 DATA 32,44,247,32,108,
245,169
60 DATA 19,141,134,9,169,1,
141,135
70 DATA 9,76,16,8,169,32,
141,114
80 DATA 6,169,1,141,115,6,
76,0,6
90 DATA 169,238,141,170,
199,76
100 DATA 16,128,0
```

Gareth Holdham
Cardiff

POKES

GAMES FOR '88

ARCA

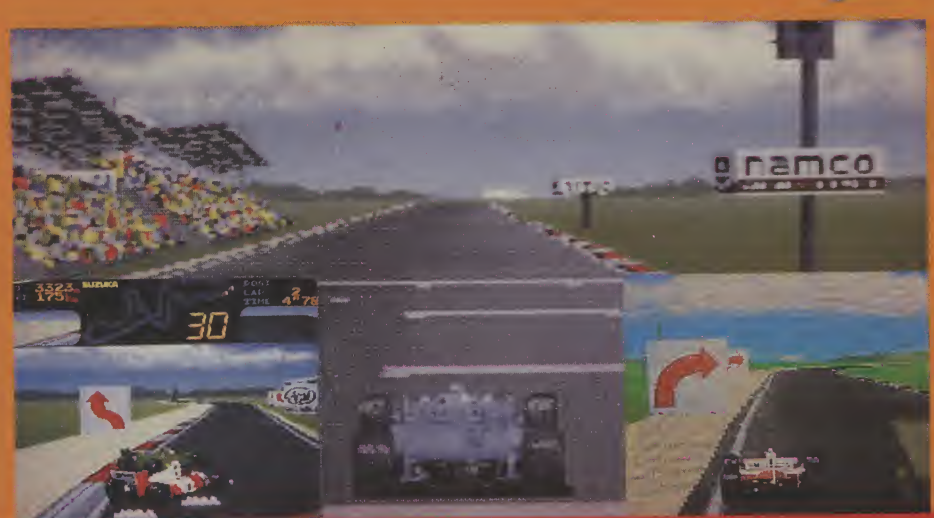
Tokyo's JAMMA Show (Japanese Amusement Machinery Manufacturers' Association) is probably the most important arcade exhibition in the world. The Japanese have consistently pushed the frontiers of gaming technology forward. Ten years ago it was Space Invaders, then they introduced simulators, sit-in cabinets and laser discs. Each innovation was unveiled at the JAMMA to a rapturous reception. We sent an astonished and jet-lagged Mike Pattenden to the 25th exhibition with a fistful of Yen, a plane ticket and a change of socks with the instruction 'bring us the word on the new wave of coin-ops.' Here's the story . . .

I finally cracked it! After years of chewing toasties on the Brummie express and having coffee slopped all over me on the way back from the buffet car I finally cracked it. This one made up for all those humdrum previews that working for CU normally entails. Mind you, after 14 hours on a 747 and a two hour bus ride through Tokyo's rush hour, a ninety minute trip on a 125 sounds like heaven—even if you do end up in Birmingham. There again you don't get to see Alaska on the way to US Gold.

Entering Tokyo at night through its expressways (large multi-laned

FINAL LAP

It was Namco's *Pole Position* which led the way for grand prix arcade games. Their latest, *Final Lap,* makes it look prehistoric. Whilst you can't expect the kind of eight machine link-up I saw, *Final Lap* makes a challenging game on its own. The graphics are in the same class as *Out Run* and *WEC* with great attention to detail on the cars so that they closely resemble the Mclarens and Williams of the Formula One cars. There's much more detail on the course as well with grandstands and scenery based on the Suzuka circuit Mansell crashed on in practice to lose a chance of the World Championship. He could do a lot worse than practice on this, it's going to be big.



ADES GAMES FOR '88

CYBER TANK

There have been tank games in the past, but there has never been anything quite like *Cyber Tank*. It begins with the racing consoles and puts a tank simulation on the top. You get a two player game and a cabinet of enormous proportions. One player can sit in and the other can stand on the step behind and fire the gun mounted in front of the screen Operation Wolf-style. The screen view also follows recent developments two sceens having been joined together for a wide-angle view of the streets your tank rumbles along. Gameplay is average however because it lacks the frenetic pace of something like *Operation Wolf* and the graphics are a bit murky. Could be a white elephant, but might succeed on novelty value.

flyovers) is akin to a scene from 'Bladerunner' with its teeming streets, neon signs and traffic jams. The lights may go off during the day but little else changes. Tokyo is a city of some 12 million people and most of them seem to have a car. If you want to go somewhere you don't jump in a cab. With an average speed of 9 km an hour you just wouldn't get there. In Tokyo City you let the train take the strain.

And so it was on the second day with a less than hearty breakfast inside me (a cup of coffee, a hard-boiled egg and a piece of inch thick toast) I jumped on the underground and went exploring the varied districts of Tokyo. A couple of stops later I was in the equivalent of the West End and, with an unerring sense of direction, standing before a huge amusement arcade.

The first thing that strikes you about Japanese arcades is the seated punters. Apart from sit-in cabinets and special consoles the Japanese like a seat while they blast through their favourite shoot'em up. So their arcades are filled with those little 'cocktail' cabinets you occasionally see in pubs. Games cost 100 Yen a go—about 40 pence which may seem a touch expensive until you realise Tokyo is the most expensive city in the world. You can easily spend thirty quid on a decent meal and I did *(aaaaarrggghhh!! Expenses Ed)*. A tour round several other arcades proved this to be the norm, but failed to yield any stunning games that had never crossed over to the West. I did spy a Stallone-licensed *Rocky* boxing game that I hadn't seen before and more interestingly a 3D game called

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Kennedy Approach	7.95	12.50
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Thunder Ceptor II. Housed in a console it had a fixed pair of those wacky blue and green glasses they issue with gimmicky films and magazines. The effect was startling as you flew a ship down a long Hyperway which actually seemed to disappear over your head. The graphics and gameplay didn't really do it justice, but my appetite was well and truly whetted for two days freeplay on some stunning new machines.

Another thing that struck me about many of the Japanese arcades was how quiet many of them are, and how few of the actual arcade machines were in use. It seems many of the Japanese prefer to play the gambling machines housed in these places. In the arcades that doesn't mean fruit machines but strip Mah Jong. The game, a sort of lateral dominoes, abounds in Japan and plays on the same lines as many of the rather pathetic strip poker games you can buy for home computers. As you win points a woman, often tied up, often of Western origin, with those stupid great Bambi eyes like Marine Boy had, is forced to reveal various parts of her body. Except when you get down to the nitty gritty so to speak, there's nothing there! Such things are censored in Japan. Comic books may depict rape, and often do, but cannot reveal sexual organs. A strangely hypocritical attitude.

The other great Japanese vice to feed their thirst for gambling is *Pachinko*, a bizarre game which consists of watching dozens of ball bearings tumble down an upright bagatelle-like machine. This is their bingo with prizes for points (points make prizes — even in Japan) and it can be seriously addictive. Give me the fruities any time.

After a day playing Mr Tourist it was time for some work *(good of you to squeeze some in—Ed)* at the show. After a filling breakfast of sausage and egg Mcmuffin at the local McDonald's (no more rock hard eggs for me) I was off on the monorail out of Tokyo to the Ryutsusenta, a giant warehouse on the edge of the city's harbour which housed the 25th amusement show. A swift can of the charmingly named Pocari Sweat (a sort of cheap flat lemonade) to bolster my ion level and I was inside and ready to deal death to any alien, greeb, or beast that might dare cross my path. All these machines on freeplay, it was too much to take in! Any arcade junkie would think they'd died and gone to heaven.

The exhibition was set in two halls and I came upon the smaller of the two first, only to find that it housed two of the biggest names in the amusement business — Taito and Namco. Without pausing to click my trigger finger or do any warm up exercises I pounced upon an unsuspecting *Operation Wolf* and embarked upon a twenty minute orgy of murderous machine gunning to get myself in the mood. You saw my first ever review of the machine last month when it was still hot news in Japan and not yet released here. The other major launch on the stand was the *Full Throttle* driving console (*reviewed on page 149*) which has now been released here. What really caught my eye that I hadn't seen before was something that set the tone for the whole show. Called *Cyber Tank* it was a monolithic console that takes the two-player game to the limit.

Rainbow Islands the Bubble Bobble sequel.

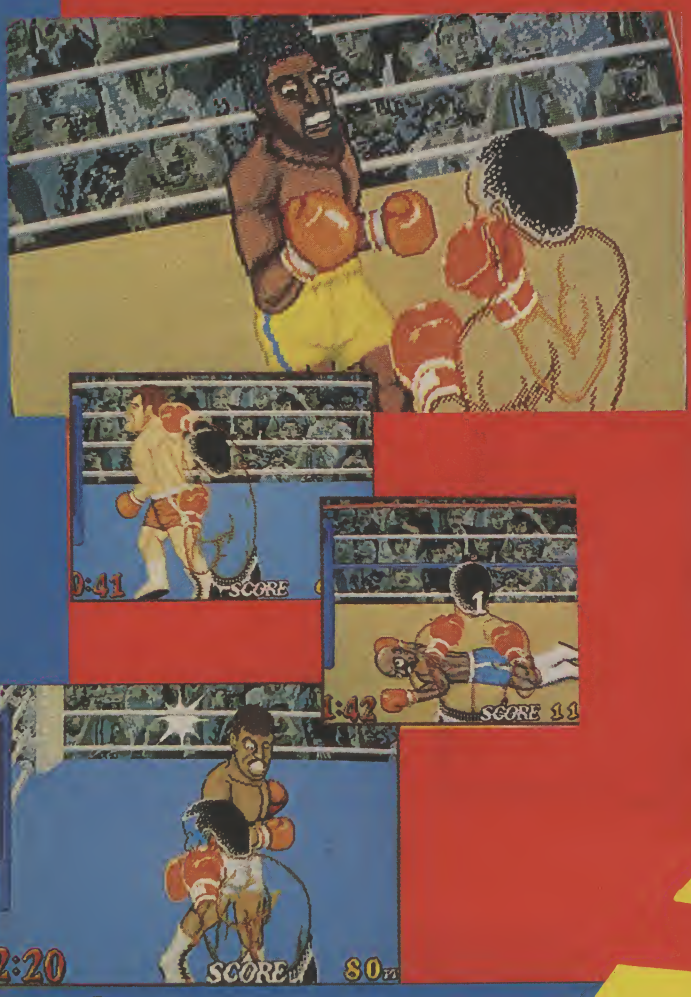
Such heavily customised units went on to be the cornerstone of the 25th JAMMA Show. This is the answer the amusement business has come up with to its major problem. Like home software, organised piracy poses a massive problem to manufacturers and for them the sums involved are even larger. Bogus copies of games, many from East Asia, have been costing the big boys thousands, if not millions of pounds. It got to a point when people were turning up at a show like the JAMMA or the AMOA in Chicago, buying the memory boards to the latest machines, grabbing the first plane to Taiwan to set up copying the games and churning them out as quickly and more cheaply, than the arcade companies. The feeling is that the more heavily dedicated the games can be, and the more impressive the cabinets, the harder they'll be to copy. For the arcade owner though that can mean paying out £10,000 for a top-of-the-range *After Burner* unit.

Taito wasn't all mega buck units, there were plenty of standard upright cabinets and sit down cocktail games as well. Apart from the already reviewed *Wardner* there was a military motor bike game called *UAG* or *Unattached Grenadiers*, a two player shoot'em up that puts you in command of a bike faced with the task of penetrating an enemy base to destroy a nuclear arsenal. It's a standard up-the-screen battle with major obstacles at the end of each level and sidecar weaponry to be picked up en route.

It was only the next day after a conversation with Firebird's Colin Fuage that I realised I'd missed something. I'd only gone and

HEAVYWEIGHT CHAMP

If you're a wimp then you're going to have a bit of trouble with *Heavyweight Champ*. Like Capcom's *Street Fighter* it makes you get physically involved in the action in a way no game has ever done before. Sega's new boxing game deserves the word simulation more than anything else, because it asks that you box. The cabinet is a huge robotic looking thing with a swivel top and two handles extending from the front. Grab them and punch out the opponents in a frenzied bout of pounding. Your fighter stands with his back to you like the Frank Bruno game and will respond to your movements even to the point that when you swivel the cabinet left and right he will shimmy away from the opponents' punches. *Heavyweight Champ* asks you to beat four boxers on the way to the title and then to defend it if you win. The action is fast and exhausting if you manage to stay in the ring for more than a couple fights. Destined to be a classic if the cabinet can take the punishment.



ADES

ignored the sequel to *Bubble Bobble* because of its disgustingly cutsie wootsie name of *Rainbow Islands*. I nearly missed a seriously addictive slice of gaming. I wouldn't be at all surprised if Firebird were in there again after the success of *BB*.

In my haste to get my hands around an *Operation Wolf* I had also managed to miss one of the most ambitious set-ups of the show. Directly opposite Taito Namco had a racing game called *Final Lap* which entailed linking up a string of dedicated consoles in an *eight player* game! It was a display worth some £60,000 and had people queuing all day for a chance to compete in a grand prix. Commentators in driving overalls kept up a running commentary of events on the track as cars skidded off corners and overtook each other.

Final Lap was the focus of Namco's stand, but to the side were several other machines with some unusual sequels to old warhorses. Would you believe *Pac-Man* is back? This time he appears in thrilling 3D in *Pacmania*, whilst *Galaga* returns for more up-the-screen blasting in *Galaga '88*. Otherwise there was another dull *Arkanoid* clone in *Quester*, a tank/helicopter shoot 'em up called *Blazer* and a game I'm not sure will make an appearance over here called *Tarosuke's Journey*. It had lots of fat childlike figures running round a fantastic landscape, being rather naughty.

Pausing only to loose a few slugs on an automatic rifle range I made my way into the main exhibition hall filled with the din of hundreds of coin-ops. Where to start? After wandering in an aimless wide-eyed daze for ten minutes I decided it was time to do things methodically.

Jaleco have the have the dubious distinction of remaining in my memory for releasing the sexist shoot'em up *Exerizer*. Nothing on their stand showed any promise, least of all another poor *1942* clone called *Block Buster* and a bizarre game that involved little pigs running around throwing bombs at each other.

Over at Irem it seemed unlikely they would produce anything in the next six months to overshadow *R-Type* (their most successful game since *Kung Fu Master* in '85). In fact their stand had nothing worthy of note bar a disgustingly twee game called *Mr Heli* which didn't even merit a play.

Fortunatley there was solace to be found on the little known Wood Place stand. Their main game was a destoyer/submarine shoot'em up called *The Deep*. Reminiscent of these old depth charge games, *The Deep* ups the stakes with some good graphics and niggly gameplay. One particularly nice section takes you into the arctic circle with a huge submarine lurking at the far end of the screen.

Things really started to look good with the Tatsumi stand opposite which consisted of just one game. Called *Gray Out*, (likely to become *Black Out* if it ever reaches this country) it stakes its place at the forefront of the *After Burner* race. I came away from the console reeling, my eyes wobbling in their sockets. It was time for another can of Sweat.

One of Nichibutsu's biggest ever games was *Terra Cresta* and their stand's arcade hopes seemed to rest solely on a shoot'em up which harked back in name to that previous hit. *Terra Force* has the novelty value of providing the player with the choice of battling through screens of nasties either horizontally or vertically. However its gameplay and backgrounds do little to stop it from being another *Nemesis/R-Type* blast. Ho hum. Show me something *new*.

No chance of that at Capcom with the company that brought you *Commando* and *Ghosts'n'Goblins* demoing two games we've already seen over here *1943* and *Street Fighter*, the tough contact pad game that I can't make my mind up about. My gut feeling is they've missed the boat. A year ago I think it would have been enormous.

What I needed was light relief, a thing that could only be provided by a heavy dose of pinball. Data East's display of arcade machines was largely overshadowed by an explosive new pinball table that boasts digital stereo called *Lazer War*. Twin speakers mounted just above the glass pound out a bruising, frenetic synth beat and urge you on with speech as well. Ramp and steel track, 3 ball multiball and 'laser kick' which blasts your ball back into court just when you think all is lost make *Lazer War* the pinball game of the moment.

GRAY OUT

Jet fighter sims are set to become the vogue with the success of *After Burner* and *Gray Out* is the first to enter into the dogfight. You fly something which resembles an F-16 at the usual eye blurringly fast speed over land and sea blasting every thing in sight. The thing about Gray Out is that it turns out to be more playable than *After Burner*. In my opinion the Sega game is just too difficult and fast to really give you the feeling you're in control. Tatsumi's machine does everything *After Burner* does but you feel you have a chance with it. The graphics are not quite as good but then AB is probably graphically the best game ever produced. Nevertheless, some of the locations you fly through are good. I particularly like the deserted city with its skyscrapers that you must fly between and the desert you fly over in Mission 3. If it ever gets past Sega's lawyers and has a name change *Gray-Out* could well prove a hit.

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ARCADES

AJAX

In an attempt to stay up with the big boys Konami entered the console shoot 'em stakes with a semi-*After Burner* clone that had many in two minds. Stage One plays as a horizontal shoot'em up with you controlling a helicopter through a barrage of flak and attack waves. It plays like *Terra Cresta* really and wouldn't have made much of an impression had it not transformed into a 3D fighter game in Stage Two. The graphics put if firmly behind *AB* and *Gray Out*, but nevertheless make the game much more entertaining (if you can get that far). If you can't find an *AB* you might give it a whirl when it arrives.

Data East's arcade games have always been a bit dodgy and there was little to suggest anything was going to change with a strange shoot 'em up based on evolution (which seems a bit contradictory when you think about it) and a new/old licence based on *Ghostbusters* of all things! The game has little to do with Activision's computer hit and didn't play as well either.

Over at Konami I was hoping for something to continue the success of *WEC Le Mans*, but the company had instead plumped for a dedicated console of the shooting variety called *Ajax*. They also had another rather unoriginal game of video pool called *The Hustler* which was saved from complete indifference by a straight-on shot of the balls as well as the normal overhead shot of the table. Nevertheless unless Konami have something up their sleeve they won't be repeating the success of *WEC Le Mans* for a while.

Without Sega things would have been seriously disappointing. I'd have come back on the plane concerned that the trip was a flop and the Ed wouldn't pay for my sushi. But you couldn't miss the Sega stand. It dominated the exhibition hall and it dominated the whole show with not one but several games that confirm its status as the top manufacturer in the world. Two we've seen before in *Afterburner* and *Free Kick* (reviewed this ish), but there was more much more. Biggest and bestest of all was a novel new boxing game that takes the dedicated cabinet to the same limits as Coreland's *Cyber Tank*. *Heavyweight Champ* is the kind of game that gets you totally involved in the action. So is Sega's *Super League*, a baseball game which not only had superior graphics but also had a little player on the (flat) cabinet that acted as a way of swinging the bat. As the pitcher lets fly you time your moment and whip the figure round in an attempt to smash the ball out of the park.

Among the many *After Burners* and *Heavyweight Champs* was another *Arkanoid* clone this time heavily disguised as a fire fighting game. Since it didn't have a name at the time I can't tell you what it was called, however I can tell you it was very good. You have to rescue a number of people from a blazing house. You do this by bouncing off a trampoline at the right angle to snatch them from the windows and drop down to safety. The trampoline, carried by two burly fireman acts as the bat. Should you fail to catch the bouncing rescuer then it's splat and a life down.

So Sega, Taito and Namco overshadowed everybody else to such a degree that their products ended up looking pretty average. Many games at JAMMA *were* average but many others would have been good enough had *After Burner* not upped the stakes in arcade gaming. Sega meanwhile proved that they have the ability to take things further still.

There were strong rumours that some games had been held back possibly for the AMOA show in Chicago (*Don't even think of asking — Ed*) particularly a follow-up to *WEC Le Mans*. We'll have to wait for news of that, but until then I think there's enough to keep you going. Sayonara!

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ARCADES

FULL THROTTLE

Taito (3 × 10p)

Imitation is the sincerest form of flattery, then Taito's latest driving game, *Full Throttle*, positively *whines* in craven praise of Sega's *Out Run*. The red sports car console may have a slightly different shape, your vehicle is a bit more austere than the carefree Ferrari convertible and the soundtrack lacks the dippy West Coast feel of the original, but nobody's going to be fooled by such cosmetic differences: *Full Throttle* is a clone.

Oh, dear. I seem to have finished my review. And I'm on a per word rate. (*Tell them about the nitro-power button, you fool, I get paid on a per word rate too – Irate Deputy Ed*) Oh, yes, there is one other thing. As both of its names (you may also find this game labelled in some places as *Top Speed*) suggest, *Full Throttle* is a fast game. Very fast, in fact, particularly when you make use of the "nitro" button which is located on the side of your gearstick. This button has the same effect as pressing the "turbo" button on *Super Hang On* – you absolutely tear along the streets.

To be fair to *Full Throttle*, this "nitro" button actually saves the game from being an utterly pointless "us-too". The speed really is impressive, sending you hurtling through the cityscapes and countryside. It's recommended that you don't attempt to make use of all this extra thrust when you're taking corners or passing other vehicles – at this kind of pace, your reactions won't be able to cope and you're liable to go spinning off the track.

You're driving against the clock along a long stretch of road which curves and winds through cities, towns and country. It's divided into stages, with a sixty second time limit in which to complete each one. You're going to have difficulty getting past the posts within the time without judicious use of the nitro button, and any more than one collision is likely to delay you fatally.

The graphics are just about up to the standard one expects on these climb-into driving games, though it would have been nice if the programmers could have come up with something a little more spectacular for when you crash – you usually just spin to a halt or turn one somersault before being plonked back on the road to restart. Whatever happened to flames, explosions and scolding girl friends?

Nope, they certainly didn't overtax their imaginations in Taito Towers when they came up with this one. If you're looking for a car game with wit, originality and a brilliant soundtrack, you're better off saving your fifty pees for *Out Run*. But if you're loaded and just happen to fancy a blast of sheer speed, *Full Throttle* may keep you off the streets – for a few minutes, at any rate.

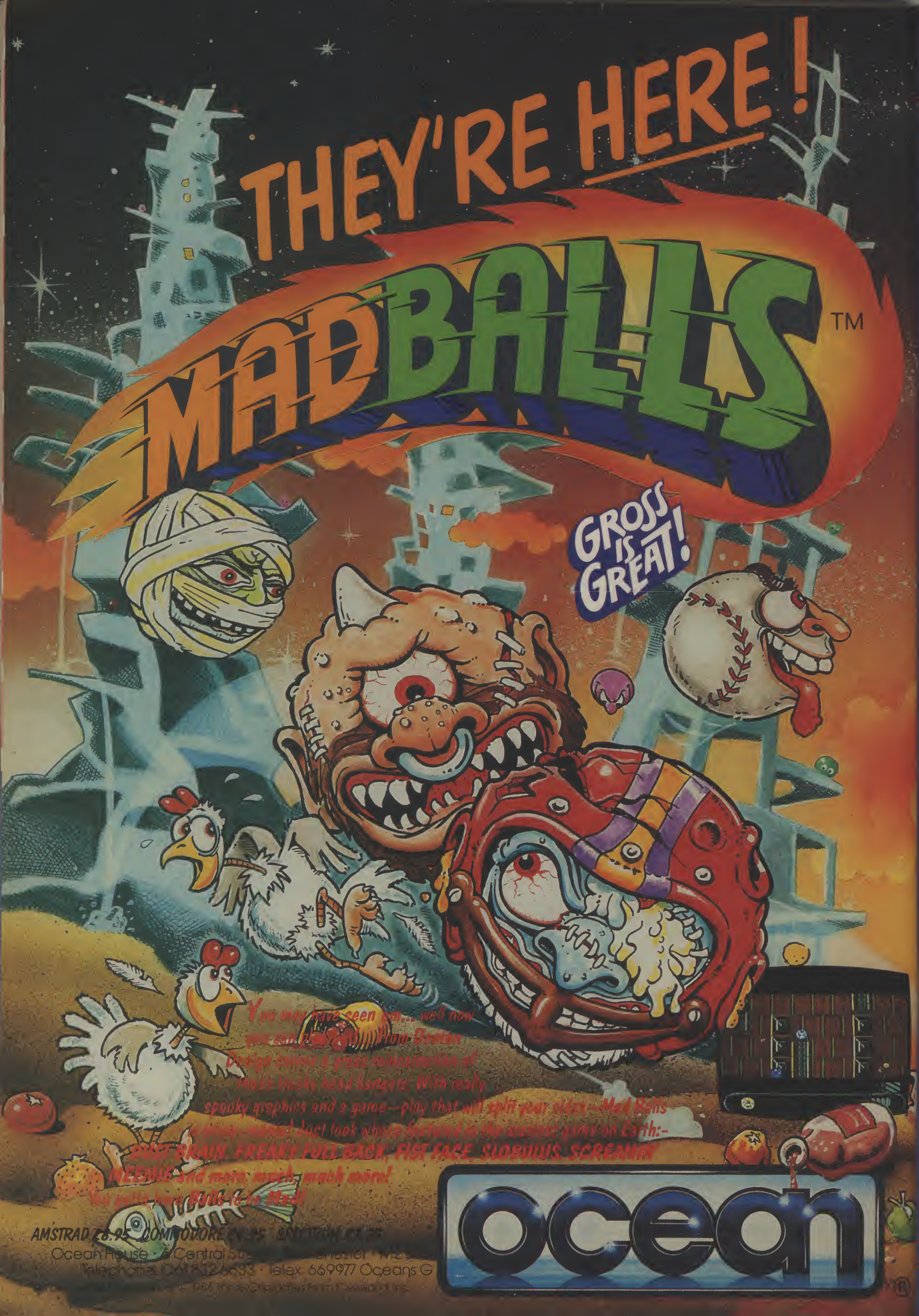
▲ Belt through the eerie streets . . .

. . . out into the countryside.

Head through the tunnel . . .

. . . and out towards the desert.

GRAPHICS:	5
SOUND:	5
TOUGHNESS:	7
ENDURANCE:	4
VALUE:	6
OVERALL:	5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ARCADES

It's there! Two all and everything to play for.

Level Two and Spurs fans form a protective wall.

FREE KICK

Taito (2 × 10p)

Level Four and the opposition bring on a mole.

Pick up the counter for added bat power.

As Mike "Bites Yer Legs" Pattenden will tell you, I am not generally considered to be one of the world's living experts on the game of Association Football. So, as you can imagine, sharing an office with the motley assortment of deranged West Ham, Bristol City, Rovers and QPR supporters (collectively known as "The Vicious Hooligan Thugs Of Death") that inhabit these parts can be a lonely and depressing experience for a sensitive man who until very recently was under the mistaken impression that Hoddle 'n' Waddle was the latest dance craze to sweep the Junior Infant music appreciation scene.

But now, at last, I have something to console me in my ignorance: I may not know much about soccer, but I know more than the programmers of *Free Kick*. I mean, whoever heard of soccer teams of twenty-six players playing against one solitary player with a goal mouth four times as large as the opponents'? And whoever heard of a goalie exclaiming a mere "gees" when beaten? But enough of this hair-splitting: *Free Kick* may fall down a bit on the soccer detail, but its match performance is well up to scratch.

Free Kick is on first appearances a fairly sophisticated *Arkanoid* copy. You control a bat at the bottom of the screen with which you bounce a small football up at a bunch of moving soccer players — except that instead of rushing about the place willy nilly and hacking strikers down just on the edge of the box, these lads perform what can only be described as synchronised swimming impersonations, marching around the pitch in an impressively symmetrical display.

You've got to hit each of them twice to get rid of them. All except two of the blighters, that is: this midfield pair are indestructible, and send any ball that comes their way speeding back to you, usually at a tricky angle after a confusing one-two between themselves. If you let the ball past you you're a goal — and a life — down.

But there's more. Although you can, if you're a dull plodder type, clear the screen of all the little footballers (except the two indestructibles) in order to move on to the next screen, you can also jump the gun by scoring goals.

There's a goal at the top of the screen, you see, guarded by a beefy goal-keeper. If you manage to get the ball past him into the back of the net, a cheer goes up and the goalie grumbles the sporting, if ungrammatical, message "Good Shoot"! If you manage to score one more "shoot" than the number of the screen you're on (i.e. score two goals on level 1, three goals on level 2, etc.) then you immediately move on to the next screen, and another match with a different arrangement of players.

You're unlikely to be able to score towards the start of each level while the pitch is cluttered up with other players, but as the game wears on and your opponents thin out, you have a better chance of an unobstructed shot. It's then that you can try out one of *Free Kick*'s neatest features — the trick shot! By pressing fire while waggling the bat control you can guide the ball's movement *after* it's left your bat. This means that, with practice, banana shots and even the occasional googlie can be utilised to wrong-foot the goalie and score.

There are also a couple of other cute little details thrown in to keep you guessing. Every so often through the other side runs a lone member of your "team": if you manage to "pass" the ball to him, he'll do his damndest to Lineker it past the keeper. You are also awarded the occasional free kick, when the pitch is cleared to allow you one clean shot at goal. And finally there's a mole who sometimes pokes his head up in the middle of the pitch, deflecting your well-aimed shot back towards your own goal line.

Yes, Brian, but what does it all mean? Well, it's not exactly football, but it is a seriously fab game. It's got all the addictiveness of *Arkanoid*, and far more charm. Yup, this is where I'm going to be getting my kicks this season.

Nick Kelly

What a tacky ground — must be White Hart Lane.

GRAPHICS:	7
SOUND:	7
TOUGHNESS:	7
ENDURANCE:	9
VALUE:	9
OVERALL:	8

ARCADES PIT STOP

JOHNNY DUMFRIES INTERVIEWED

"Woahhhhhaaarrggghhh! That was close!" Johnny Dumfries takes his hand from his eyes and to his great relief finds that the taxi driver has missed the young lad who dashed in front of him. He had a good try but the kid was too quick.

We're on the way to London's Family Leisure arcade centre so that the racing driver can have a spin on some of the superb driving machines in there.

We settle uneasily back in our seats after the near miss and discuss racing. Johnny Dumfries, the Earl of Dumfries to you, has been racing since 1980 when he started, like many drivers, in 100cc karts. By 1983 he was racing in Formula 3, and a year later he had won the British Championship. It was only a matter of time before he turned to Formula 1 and in 1985 he signed for Ferrari before going on to partner Ayrton Senna on Lotus. A year later he was unceremononiously dropped from the team to make way for inexperienced Japanese driver Nakajima. Is he bitter about that?

"No not really, it's just one of those things. It was no reflection on me, Honda were supplying the engines and they wanted a Japanese driver."

Ah, yes Honda. They have a particularly bad name in this country after their machinations with Nigel Mansell. There were suggestions that they tampered with Mansell's engine to stop him winning the World Championship. Would they stoop to this?

"Oh yes, definitely! There are no scruples in Formula 1. I'm not saying they did of course, there's no way of telling, but it's easily done. It's even possible for the engine management technicians to control aspects of the car from the pits.

Why should they want to do that when only Williams were capable of winning the championship?

"Well Piquet went to Williams from Brabham on Honda's request. He already had two Championships under his belt and it represented more kudos to win again, especially since he has now signed for Lotus who still have their engines next year.

"Mansell was desperately unlucky not to win it anyway, he had some terrible luck."

Dumfries could have returned to the Grand Prix scene next year. "I had a few offers, but I've signed instead for Jaguar and I'm going for the World Sports Car Championship instead."

He's also working for Codemasters advising them on the batch of racing games they have planned, the first of which is *Grand Prix Simulator*. The budget company claim they are going for arcade quality on future 16 bit releases. So we're on the way to an arcade to put his skills to the test on some of the very machines Codemasters want to try to emulate.

We start out with *Out Run*. Dumfries climbs into the machine and assumes a very serious posture. The Ferrari hand-brake turns on the line and he's away speeding through the traffic like he's played it a hundred times before, negotiating that whiplash bend before the end of the first stage with consumate ease. Stage two follows and he opts for the stone collonades which whip towards you at blurringly fast speed. Then, disaster! His eyes go funny and wallop, he hits one. Seconds later and he's done it again and run out of time before the second section.

"That's fantastic I never realised they had machines that could do that now. I've seen those old ones like *Pole Position*, but that's incredible and it's funny too."

We shift over to the WEC Le Mans console. "Now I have seen this one. I saw it at the Motor Show. It's extremely impressive, the cars look just like the real thing, and I love the way it changes from day to night."

He climbs into the machine and punches the start button and begins to weave his way through the back markers, hands at a copybook ten-to-two. He's well into the third stage when disaster strikes. He hits a kerb, overcorrects and goes into a body roll that sends the console whirling around wildly.

"That was a bit violent — but it's a brilliant game."

I lead him over to *Super Hang On* and whack a fifty pee in. I go first and put in my normal average-to-poor effort. Dumfries takes over and powers through level one stabbing the turbo button in all the right places.

"I like the way they've added this button, it's like the boost knob on a Formula 1 car."

Shortly though his effort ends in a ball of flames as his dazed rider crawls away from the wreck.

"That's brilliant, better than the other bike game," he says pointing at an old *Hang On*. "I love the way the bike banks, it's very authentic. I'm also a bit of a bike fan, I used to ride them when I was younger."

Which game does he rate the best?

"Well they're all very, very good, but I have to go for *Out Run* because of the way the console tips, it's more realistic than the circular effect of *WEC Le Mans*. They're definitely all tougher than the real thing."

With that we shake hands. Johnny Dumfries draws a deep breath and takes his life in someone else's hands by heading off for a taxi.

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MEGA-WINNER

With an Amiga A500 up for grabs we prepared the office for the onslaught. Entries were everywhere — in people's drawers (oo-er), Mike's Branston pickle jar, Kelly's guitar case, the Ed's executive toilet. You couldn't move for them. What a relief to judge them. The luckly winner was one Christian Panaml of Luton who suggested that Freddy Krueger from 'Nightmare on Elm Street' would make a good Amiga game. Although I was sorely tempted to announce Mike Pattenden as the winner with the suggestion of 'Lovejoy' as a computer game.

WATCHING THE WILDLIFE

Make us laugh and you'll get a Sony Watchman, was what we asked in our RED LED compo. Smut and sick came in by the ton with the usual barrage of entries. Some were pretty good as it happens, loads about mother Kelly's socks too. But the overall winner was Don Homer of Halesowen West Midlands. Twenty-five runners-up each receive a copy of Red L.E.D, but you'll want to hear the joke first:

I'm afraid to say Mike Pattenden is spoiled."
"How dare you". said Eugene,
"Mike is not spoiled".
"Have it your own way, but at least come and see what the steamroller's done to him".
(Well I thought it was funny and I judged it — Nick Kelly)

Craig Webster, Rubery, Birmingham; Philip Grant, Renfrewshrie, Scotland; J Richardson, Chelmsford, Essex; C Oakley, Stourbridge, West Midlands; Chi Kwong Chiu, Shiremoor, Newcastel Upon-Tyne; Samantha Kingsbury, Barry, South Wales; Martin Nunn, St Albans Herts, Asay Sood, Coventry; Cheryl Beeby, Kettering, North Hants; R Kirten, Coventry West Midlands; Anish Patel St Mellons, Cardiff; Thomas Mitchell, Clyde Bank, Glasgow; Kevin Urton, Totton, Southampton; Ewen Willow, Skere, Aberdeen; Dai Teague, Caerleon Gwent; Mathew Thomas, Southampton; Paul Singh, London; Malcolm Dickson, Boston, Lincolnshire; Darren Calpin, Ware, Herts, Steven Williamson, Wirral, Merseyside; Dennis Sherwood, London; D W Norman, Chiswick, London; F T Burger, Hungerford; Nick Sir Bradford; A Lennox, Leyton-Buzzard.

WEIRDEST WINNERS

If you can cast your mind back to those balmy days of September you might remember the California Games compo where we asked you to name the sport belonging to the move. Well S B Woods of Carlton, Goole came up with the correct answers to win the complete Games Kit of a surfboard, roller skates, BMX, frisbee etc. Ten runners up will each receive T-shirts and copies of the game: Andrew Haughton, Hornchurch, Essex; Phillip Miller, North Yorkshire; Mark Winter, Maidstone, Kent; Neil Roscoe, Chorley, Lancs; Matt Lowe, Little Neston, South Wirral; Paul Bacon, Stonebroom, Derby; Mark Herbert, Syston, Leicester; Simon James, Marlow Bottom, Bucks; John Sparks, Whitnash, Leamington Spa; Robert Webb, High Wycombe, Bucks.

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KEEPING UP WITH THE JONESES

A year's supply of US Gold games, for nothing. With all the excellent licences coming out in the next twelve months this was a great prize. And that's not mentioning all the games not yet announced or even conceived. The runners up also do well out of the compo with a free copy of Indiana Jones to add to their collection.

We asked you to come up with a name for the new Indy film the winning title of 'Indiana Jones and the city of the Celibate Monks' (!) was sent in by Paul Thomas from St Helier, Jersey. *(who judged this!? Ed)* With the hundreds and hundreds of titles to decide from choosing the twenty-five runners up was no cake walk with titles like 'A day out on Sahara Beach with the, Joneses' either. Still we did it had here they are: Arun Malhotra, Wembley, Middx; Ralph Currie, Kincardineshire, Scotland; Richard Haynes, Camberley, Surrey; Dennis Sherwood, Carnin Town, Surrey; Brent Patterson, Sheffield, Simon Borbas, Luton; S Ward, Sutton Coldfield, West Midlands; Anthony Laws, Stockton, Cleveland; Joe Talbot, Swindon, Wilts; Nick Gianferrari, Altrincham, Cheshire; James H Clerk, Glasgow; Trevor Fox, Thetford, Norfolk; Gavin Twigg, Sutton Coldfield, West Midlands; M Clery, Redditch, Worcs; F Viney, Caterham, Surrey; Gerald McLaughlin, Glencolmcille, Co. Donegal; Lee Fellows, Birmingham; Mike Gordon, Belfast; Fred Humtly-Smyth, London; J Cope, Stoke-on-Trent, Staffs.

OURNUT!

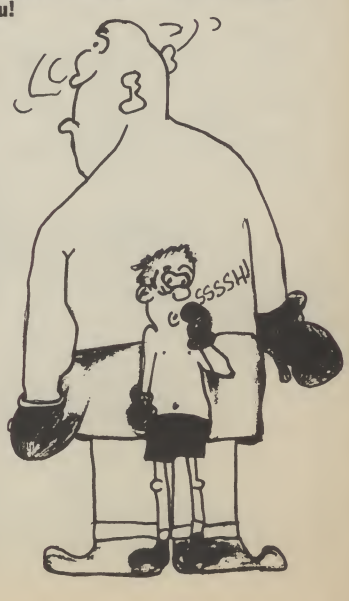
Just for a tease we asked you to work out what Ournut was. And you all said Outrun. (Fact: this is the first CU Compo no-one got wrong) So out of the hat we picked John Jones form Hastings, East Sussex, who wins a morning with an *Afterburner* machine. Just him and a mate. And after that lunch with the CU crew, what a lucky chap *(they haven't seen us eat. Ed)*. We fancy eating sheeps eyes pickled in bats blood served with a side dish of centipede marinated in cockroach oil. What about you lads?

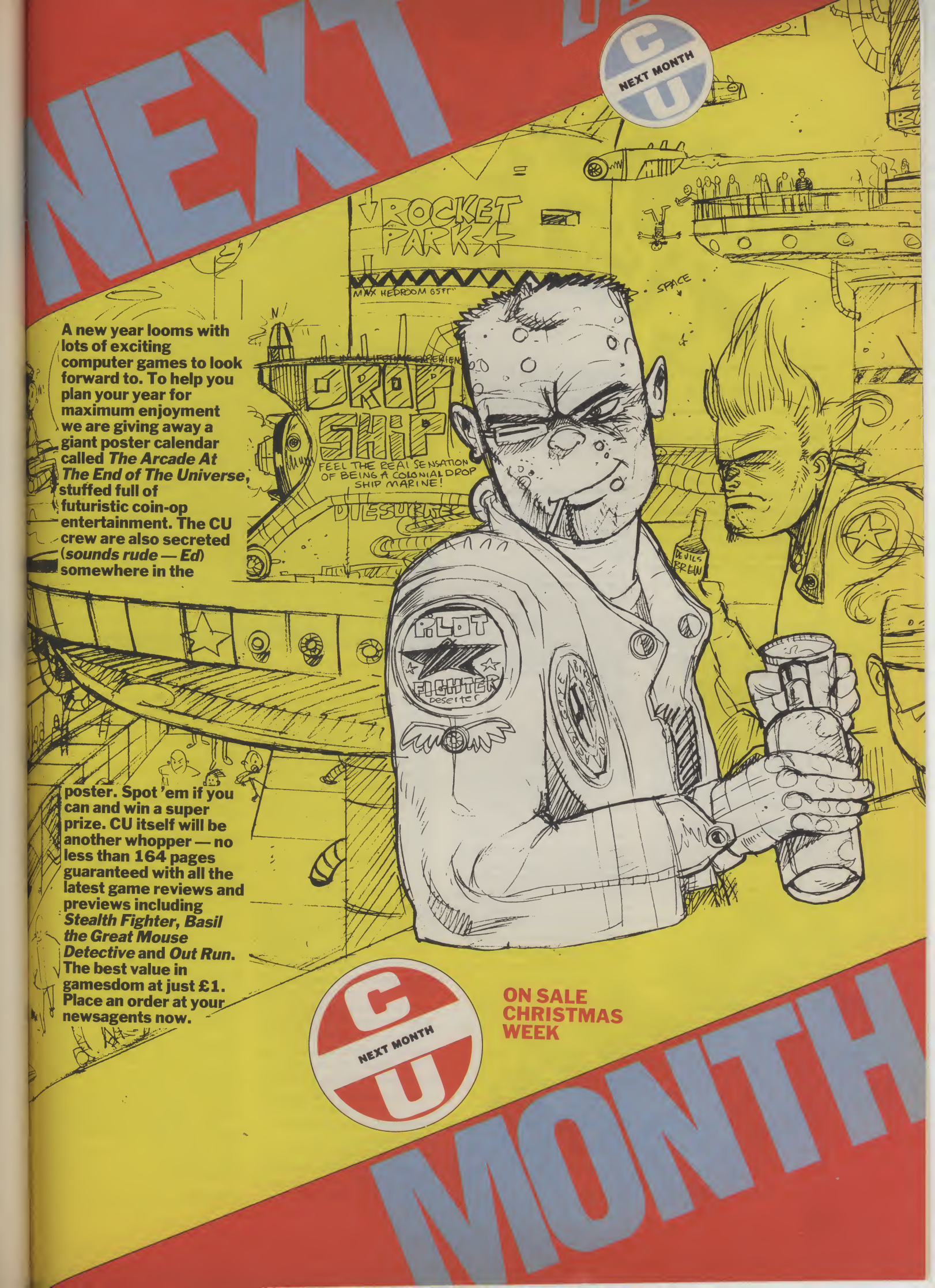
THE NUMBER OF THE BEAST

The number of the beast. . .
It seems that we have quite a lot of headbangers reading CU. Either that or Iron Maiden are amazingly popular. The prizes, if you can remember, were a complete autographed set of Maiden albums, with five runners up prizes of their newest album "Somewhere in time" also autographed by Brucie.
The winner of the set was Dan Ihrelius from Sweden — we take no responsibility for years Dan. And the runners-up were; V Napolitano, Slough, Berks; Gareth Maybury, Burnley, Lancs; Nik Kryhunivsky, Plymouth Devon; Roy Saimi, Wolverhampton; Miss E E Hilton, Mossley, Ashton-Under-Lyne.

BANGING ME HEAD

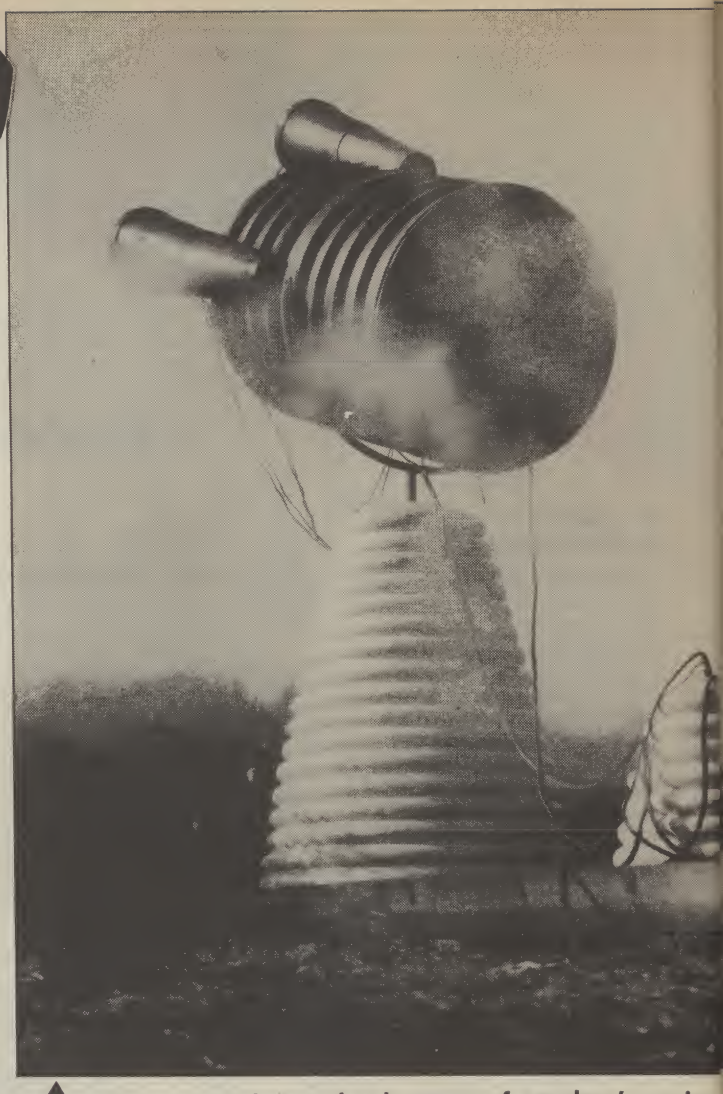
We asked for a totally original name for a heavy metal band. We asked for the answers on an oily denim. And oily denim was about what we got. So thanks and commiserations are in order to Ian Bucklow, Marc Holms and Lee Vickers. Good of you to send in such oily denim we're but sure, you were beaten by a highly original and extremely silly name "The Skreamin' Armpits from Marz.' Which means congratulations are in order for F Bissett from Southgate, London. Who wins a totally awesome Rastan-in-a-suitcase machine. You lucky dog, you!





A new year looms with lots of exciting computer games to look forward to. To help you plan your year for maximum enjoyment we are giving away a giant poster calendar called *The Arcade At The End of The Universe*, stuffed full of futuristic coin-op entertainment. The CU crew are also secreted (*sounds rude — Ed*) somewhere in the poster. Spot 'em if you can and win a super prize. CU itself will be another whopper — no less than 164 pages guaranteed with all the latest game reviews and previews including *Stealth Fighter*, *Basil the Great Mouse Detective* and *Out Run*. The best value in gamesdom at just £1. Place an order at your newsagents now.

TOMMY'S TIPS



Tommy repels another barrage of readers' queries.

Resets

I am thinking of buying a 'reset switch' so that I can save my tape games to disk. I have seen a cheap one (about £5.00) that would seem perfect. I would however like a question answered. Once I have reset the game will I be able to save it or will the program have something in it to stop anyone from copying?

Recently, though, I have spotted a cartridge (about £22.00) that claims it will copy games with no problem and will re-load at a faster speed. Some of these have other utilities including sprite disablers and Centronics interfaces all built in. The second question therefore is do these reset switches and cartridges really work and if so, is is best just to buy a reset switch on its own or to buy one of these cartridges for £20 plus?

Your help is appreciated.

N. J. Dawson,
Tunbridge Wells

Just buying a reset switch is a waste of money, since you could make one for about 50p and it still wouldn't allow you to save games to disk unless they are totally unprotected. If that is the case you can just load them in and then save them to disk anyway, without having to do a reset. Of course, after doing a reset, even on a protected program, you could always spend many 'happy' hours trying to find all the bits of code in memory that make up the game and save all the chunks to disk (or just save the whole memory – bit wasteful though!), but I really don't think it's worth the effort.

As for the cartridges, these are very useful if you have a large slow loading game which you want on disk. They often include their own turbo disk load and this can give substantial speed improvements when re-loading. If you have a lot of games you want to transfer to disk for back-up and ease of loading then it may be worth while getting a cartridge, but if it's only for one or two games then you will have to weigh the cost against the advantages they offer.

Tasword

I am writing to ask a question about the Commodore MPS 803 printer. How do you get different character sets to print out, eg. using the TASWORD 64 word processor, characters like ITALICS, CONDENSED, DOUBLE STRIKE etc. Your help would be appreciated.

S. Morris,
Worcester

Your problem is that the printer as it stands is not capable of all these things. Some limited enhancements to the text such as double strike are possible by embedding ASCII codes into the commands sent by the WP program to the printer, but there is not much else. However a comparatively new item has been released for the 803 that will allow you to do all these things, and more. It is called PRINTKIT IV and gives you true descenders, italics, bold printing and single pass underlining. It is a hardware upgrade, fitting inside the printer, and because of this it actually speeds up the printing rate, rather than slow it down like the software conversions. The commands for the extra facilities can all be used within TASWORD and the upgrade costs £30 all inclusive. For further details contact Avon Printer Technology, Swindon House, 4 Howard Road, Southville, Bristol BS3 1QH, or tel 0272 667167.

Disk speeds

I am considering buying a CBM 128 and I wondered what is the speed difference between the 1570 and 1571 Disc Drives and also the speed difference between the 1541 and the 1571. I also wondered if a 1541 and a disc turbo would be better than a 1570/1571, and what is the best disc turbo?

J. Taylor,
Huddersfield

There is no speed difference at all between the 1570 and the 1571; the difference is one of capacity. The 1570 is a single sided drive giving 170 kbytes, while the 1571 is a double sided drive giving 340 kbytes. Both of these disks are designed for fast use with the CBM 128. The 1541 on the other hand is a slow drive by comparison and is designed for use with the 64 (although it will work quite happily with the 128).

As for disk turbos, these are intended to make the best of a bad job of the 1541 with the CBM 64 and are a slight compromise between speed and total compatibility with regards to the software that can be loaded at the higher speed. Also, a 1541 plus a decent turbo system will cost you more than a 1570. For value for money, and if you don't really need 340 kbytes all at the same time, go for the 1570.

Light bulb

I have a few questions to ask you.
(1) I can light a bulb by connecting it to pin 7 and to pin 8, but I want to know a program than when I press 'F' it will flash and if I press 'F' again it will turn off and if I press 'L' it will light up. By the way I connect the bulb to a joystick port and I don't mind which joystick port I have to use. Also I want to know how to restore a "NEW'ED" program.
(2) I would like to know a program to change error messages, start up messages and Basic instructions.
(3) Last but not least, I would like to know how a reset switch for pokes works and how can I have the same effect with wires. I tried to connect pins 1 and 3 of the user port but that does a cold start. Please help me. Thank you!

Majed Sabir,
Huddersfield

I know it is fun to experiment with your

ies.

computer, but you should be extremely careful before connecting thinks like light bulbs to ANY port. Getting it wrong can be a very expensive business! You cannot control the voltage to pins 7 and 8 on the joystick ports because pin 7 is connected directly to +5v and pin 8 is connected to 0v; in other words they act just like the contacts on a battery. The problem is that the current is limited to 50mA, which will be exceed at the moment of initial connection of a 6v bulb. DO NOT ATTEMPT TO CONNECT THE BULB TO ANY OTHER PINS OR YOU COULD DAMAGE THE COMPUTER.

As for changing the BASIC error messages, this involves copying the BASIC ROM into RAM and then you can alter whatever you like. I don't have room here to give you a program to do all you want, but I recommend you buy one of the reference books such as Raeto West's 'Programming the Commodore 64' if you want to try all those things out for yourself.

I assume by a 'reset switch for POKEs' you mean one of the 'freeze' cartridges that allow you to break into running programs to make changes or save them. The way they work is to divert the interrupts and they can thus effectively stop the computer at any time, running their own program before returning control to the normal operating system again. Because this is all done in software, there is no simple way to reproduce the effect with wires. You are correct when you say that connecting pins 1 & 3 gives a cold start, but even that does not destroy m/code programs. In fact it is possible to recover even a BASIC program after a cold start, since it is only the pointers that are reset. A reference book is obviously a must for you since that can explain all these things in much more detail than I have room for here.

Experimental sound

I've been doing some sound-experiments on the C-64, and now I'm just wondering: How do you read the signals coming from the "audio in" plug? I'd be pleased if you would tell me.
Dag Edwardsen, Honëfon, Norway

As far as I am aware there is no way to 'read' the signals coming into the audio in pin on the audio/video socket. What the input is for is to enable you to mix sound signals generated on other devices with the sound generated by the SID chip. For example you could control a tape recorder to give language lessons through the TV speaker, with the volume etc controlled by the computer. You could also have a game using two computers linked together in different rooms where you could each hear the sound effects from the other computer as well as your own. The audio input can be fed through the filters as well to give extra effects.

One thing you must ensure is that the electrical input to the audio line is correct otherwise you could cause damage to the SID chip. The input impedence is approximately 100 kΩ, with an input signal level of not greater than 3 volts peak to peak on a 6 volt referenc level. You may also require AC-coupling capacitors to avoid interference. If all this is double-dutch then I would recomment you proceed with extreme caution before connecting anything to the audio-in line, otherwise try inputting sound from a mic, or a guitar etc.

Quick flash

I have typed in an M/C screen flash routine. It flashes the screen allright, but I can't load a program while the screen is flashing. Please help. Here is the program:

```
10 REM C64 FLASH ROUTINE
20 DATA 169,0,141,60,3,174,
60,3,189,63,200,172,64,3,
192,2,240,3,141,32,208
30 DATA 192,1,240,3,141,33,
208,32,56,200,232,224,16,
208,228,206,61,3,173,61
40 DATA 3,208,212,173,62,3,
240,6,206,62,3,76,0,200,96,
172,63,3,136,208,253
50 DATA 96,2,3,4,5,6,7,8,9,
0,13,14,10,6,7,8,9,13
60 FOR I=51200 TO 51279:
READ X: POKE I,X: NEXT
80 PRINT CHR$(147),CHR$(5)
90 NC=10000: DE=36: FL=3:
GOSUB 150
100 END
150 POKE 830,INT(NC/256):
POKE 829,NC-PEEK(83)*256:
POKE 832,FL
160 POKE 831,DE: SYS51200
170 RETURN
```

You can change the variables if you want.
NC is the number of loops;
DE is a delay between 1 and 255;
FL is the flag for what to flash (1-border; 2-screen; 3-both.
Chris Ward, Northampton

There is nothing wrong with your flashing program, except that you cannot just load a program while running it. The LOAD routine has to work to a precisely timed sequence, which is why the screen is normally disabled when loading is taking place. Diverting the interrupts, or doing anything else which changes the timing is guaranteed to give problems when trying to use the built-in loader.

The way the software houses do it is to write their own loader routine as well, so that they control the timing within the code. I'm afraid that writing a routine to flash the screen is the relatively easy bit, writing a loader/saver routine is a little more complicated. If you want to disassemble the ROM listing, the LOAD PROGRAM routine starts at F49E and ends at F5AE.

Pen problem

We have a Plus/4 Computer for which we bought a 1520 Printer. We can't get the pens for the printer locally. Can you suggest how I can get the pens? We use the printer for our bills as my husband has his own business. We also do our V.A.T. returns on it. The pens are urgently needed. Help.
Ginny Hobbs, Gillingham

TOMMY'S TIPS

TOMMY'S TIPS

If you can't get the pens from your local Commodore dealer then try your local Tandy dealer. Tandy do a plotter which uses identical pens and they are also cheaper than the Commodore pens. Your nearest Tandy centre will be O&J House on the Upper Shaftsbury Road, Blandford (tel: Blandford 53737). Other Tandy shops near you are POOLE (86 High St), BOURNEMOUTH (132 Commercial Road) and BATH (3 The Mall).

Wrong number

I have written a telephone program which searches for a phone number which corresponds with the users' name input, but I would also like to include a section where the user enters a name and its corresponding number and then the information is saved on the previous telephone number cassette in data statements. I would be very happy if you could help me. (I am not writing in machine-code). Also which is better to buy—a 1541 disk drive for £199.00 or a 1570 double disk drive also for £199.00? I would be glad if you could help me with this information and I am looking forward to your reply.
A. Rispoli,
Herts

What you are proposing is not impossible, but it is extremely inefficient, since you effectively have to resave the entire program every time you add one name. What you should be doing is to store the names and addresses in a data file which you then read into an array in the program. This way, the data only takes up space once, as array elements, but if you store it as data statements then you are storing it twice; once as a "string" in the program and again as string variables (or in an array) in order to use it in the program. The way to save and load data into a program is shown in the small example at the end. By using a separate tape you can add as many names as the computer can hold in memory.

As for a disk drive, you don't say which computer you have. If it's 64 then the 1541 (or 1541C) is the correct drive, although the Excelerator+ from Evesham Micros is also designed for the 64 and only costs £160. If you have a 128 then get the 1570 since it is much faster than the 1541 (but *only* when used with the 128). The 1570, by the way, is only a single sided drive with the same 170 kbyte capacity as the 1541. It is the 1571 that is the double sided drive for the 128.

```
 10 DIM NAME$(5)
 20 REM INPUT AND STORE
 30 FOR LP = 1 TO 5
 40 INPUT "NAME", NAME$(LP)
 50 NEXT LP
 60 OPEN 1,1,1, "NAMES"
 70 FOR LP = 1 TO 5
 80 PRINT#1, NAME$(LP)
 90 NEXT LP: CLOSE 1
100 REM READ FROM TAPE
110 OPEN 1,1,0, "NAMES"
120 FOR LP = 1 TO 5
130 INPUT#1, NAME$(LP)
140 PRINT NAME$(LP)
150 NEXT LP: CLOSE 1
160 END
```

Student

I am a student currently doing computer studies and have found that the 64 is not good enough for this course, therefore I wish to upgrade to the Amiga now that the price has been reduced. Where I live there are no stores that stock the AMiga, so could you please tell me what languages can be used on this machine and whether I need a cartridge in order to use assembly language.
J. Boyce,
Margate, Kent

You have a very wide choice of languages for the Amiga. The following are all available right now, although I have put the prices in brackets just to stop you getting *too* excited: MCC Pascal £90), UCSD Pascal (£ n/k), Lattice C (£130), TDI Modula-2 (£99 or £149), Cambridge LISP (£150), A/C Fortran (£ n/k), alternative BASICs (£70-£100) and APL 68000 (£230!).

There are also a number of assembler programs available for the Amiga: DEVPAC (£60), Macro Assembler by Metacomco (£70) and a rather up-market one called K-Seka from Kuma (£80). There are no cartridges for the Amiga, at least not for software, so everything is loaded in from disk. However, the disks are extremely fast compared to the 1541 so it isn't quite the pain it can be on the 64 when an m/code program 'bombs' the computer and you have to reload the monitor from disk.

Printer problem

I currently have a CBM 64 and an MPS 803 printer and I am thinking of buying an Amiga 500. Can I still use the 803 printer or will I have to buy a new printer to use with the Amiga? If I can use the MPS 803 will I need an interface or will it just plug in like the 64?
R Fields,
Colehill, Devon

Until very recently I would have said you can't use any of the Commodore 'Serial IEEE' printers with the Amiga. However, TRILOGIC have just come up with a cable and a cartridge for the 64 which will allow you to connect an Amiga to your printer through the 64, giving you the added advantage of a printer buffer by using the 64's RAM memory. The complete package costs £39.95 and it should work with any of the Commodore printers, both dot-matrix and daisy-wheel, although I haven't tried it personally. For further details contact TRILOGIC, Unit 1, 253 New Works Road, Low Moor, Bradford, BD12 0QP, or telephone 0274 691115.

Resolution

I own a Commodore C16 + 64k and I am just starting to write short machine code routines. Would it be possible for me to program a graphic resolution of 640 × 400 in two colours or just 320 × 200 with perhaps 16 or 4 colours instead of a boring 2 as supplied by Commodore.
Ian Fidler,
Hemel Hempstead

Unfortunately you are stuck with what is basically a 40 column screen which means the maximum resolution you can use is 40×8 pixels horizontally (320) by 25×8 pixels vertically (200). Even something as powerful as the Amiga is limited to 640×200 without going into the 'interlace' mode, with its unfortunate 'flicker' effect, to get 640×400.

Secondly, you have a problem with the total memory that can be occupied by the screen. With 320×200 you are using nearly 8 kbytes of RAM, i.e. half the normal memory of a C16 with each pixel being either ON or OFF thus representing one of two possible colours. There *is* a way of getting more than 2 colours on the 'hi-res' screen, by using multi-colour mode. However, this has the effect of reducing the effective horizontal resolution to 160 since it now needs 2 bits per pixel to repreesnt one of 4 possible colours on the screen. This means that your objects/drawings have to consist of 'pairs' of pixels, rather than single pixels, in order to still cover the full screen width.

Collision

I own a C16 computer and when I am trying to create a game with moving graphics in basic I always get stuck at the same part of the program. The part of the program is the part when the computer has to think about whether it has been hit or not. Could you tell me how to make the spaceships etc. sensitive so that when I hit the spaceship in a game it blows up and so that it doesn't when I miss it?
Phillip Bexon,
Shepshed, Leics

There is basically nothing special about "hitting" graphics characters on the screen. Unlike sprites on the 64, or even better the 128, which can register a "collision" with another object, normal characters on the C16 (even ones you have created yourself) have no special properties in this respect. Rather than the computer deciding whether or not the 'spaceship' has been hit, it is up to you, the programmer, to detect the fact and carry out some action. The simple way to do it is to carry out a test within the program so that when the 'bullet' location equals any part of the 'spaceship' location (since the UDG could be greater than one character) then a collision has occured and the program must branch to a 'hit' routine.

The test involves PEEKing the screen location which the 'bullet' is about to occupy and seeing if it contains, for example, ASCII 32 (space) or some other value which represents part of a 'spaceship'. If it is a space then carry on, else you have detected a 'hit'. This test must be included inside the movement loop(s) such that the test is done for each new position of the 'bullet.' You will appreciate that this imposes a considerable delay on the speed of program execution, which is why movement and collision detection is often done in m/code. However, it can be done in BASIC so give it a try.

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HOT SHOTS

You have to be careful what you say these days, one wrong word and you could end up being pursued by the courts, software houses and big men with iron bars. Maybe it's the time of year but some companies are getting very sensitive.

● Poor lil' **Pop Comp Weekly** found this out to their cost recently when they levelled a rather strange accusation at Elite only to find themselves in receipt of legal looking bits of paper. Wouldn't it have been less embarrassing for all concerned if they hadn't made such a fuss about it??

Now you probably want to know it I'm going to tell you any news for a change. Well I am. How about if I told you someone had fronted the money for

● **After Burner,** Sega's red hot coin-op. If that sounds like a no hope conversion then let me tell you that Firebird are in the running to sign up my personal fave

● **Operation Wolf.** Why do they bother? Are they going to issue an Uzi sub-machine gun with every copy? I'll tell you why they do it because people will go out and buy it regardless. . . . Talking of **Firebird** it's all right for me to slag them now and again because I'm good friends with them — well some of them. So much so that they invite me to their parties occasionally. This happened a few weeks back when I ended up at one of the sales team's flat. It was a good party, not a great party, or at least it wasn't when I left. Apparently it turned into a full-scale riot in the early hours with a black maria being called and police with truncheons wading in to sort the troublemakers. They know how to have a jolly good time over there. . . .

● Someone else who knows how to enjoy himself is **Archer Maclean.** The sport mad programmer is off shortly to try out his latest craze, snow surfing. Whaaat? It's true! It's rather like a cross between surfing and tobogganing. You simply have a small board, take it to the top of a large hill or mountain and er surf down. Next on Archer's list is microlite aircraft. . . .

● Blimey is that all there is? I know, I'll fill the rest of the space with a Tom Green cartoon and a couple of dodgy pictures.

▲ **Old software bosses never die — they just turn up in silly pictures. Ex-Ariolasoft boss Frank Brunger does PA with megastar Postman Pat.**

The Big Ed, Eugene O'Lacey meets Big Ron whilst wearing Johnny suit (handmade in Bangkok High St.) are they both going to make a comeback? ▶

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Screenshots taken from various computer formats

TATSUMI

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